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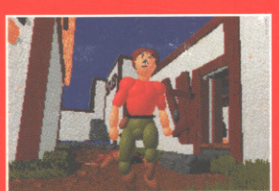

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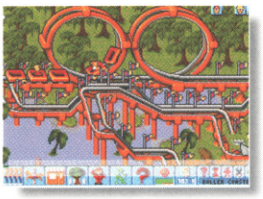

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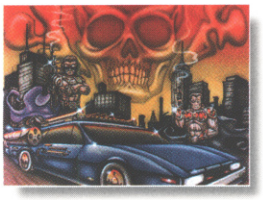

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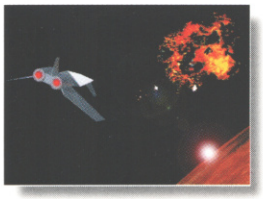

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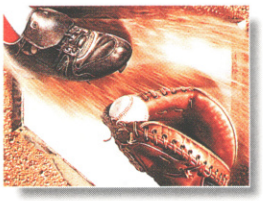

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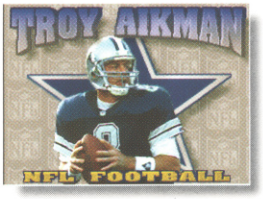

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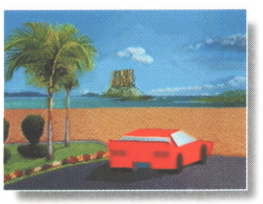

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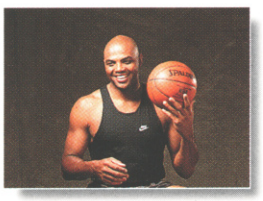

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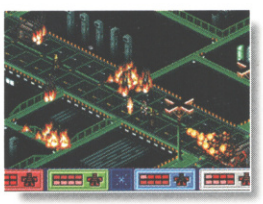

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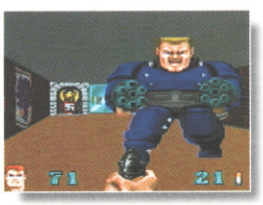

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This is just the beginning for the Atari Jaguar 64-bit system. There are a ton of new games on the way for '94 designed to harness Jaguar's insane power. A power that's rapidly making other video game systems history.

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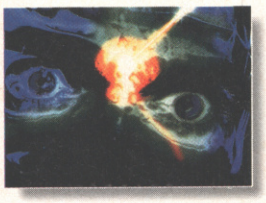

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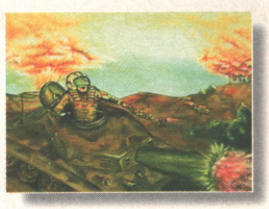

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Midnight Software

Vortex, Kasumi Ninja and Double Dragon V, we've taken brawling to the 64th level.

What makes Jaguar games so awesome? The raw power of 64-bit technology that adds CD-quality stereo sound, 16 million colors, and incredible 3D animation. No wonder it was voted the best hardware system in Europe and America. And it's the only system made in America.

This is just a preview of what's to come. The Atari Jaguar. 64 bits. Do the Math.

KASUMI NINJA™
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COVER STORY

Check your Headdy

32 and 67 Sega are striking back this Christmas with a cart that'll revamp your old Sonic games – and Dynamite Headdy, a game in a league of its own. It's one of the most original things to come from the Japanese giants in years, and we've got it first.

OCTOBER 1994
ISSUE 155

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the lucas empire strikes back

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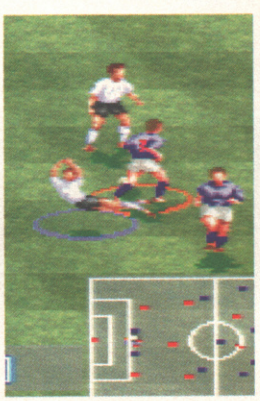

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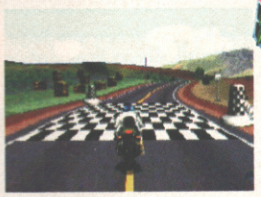

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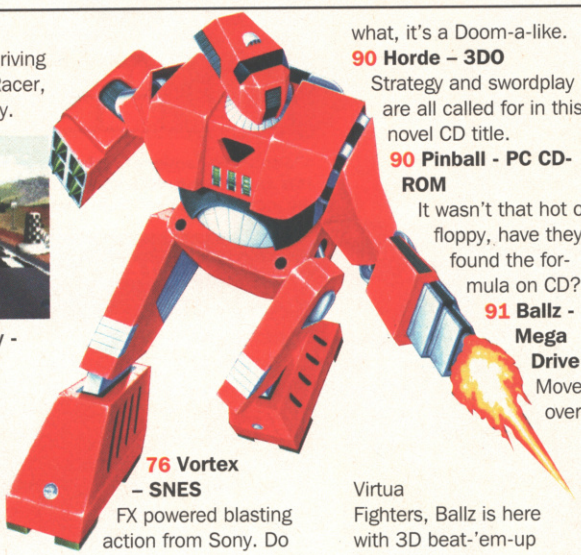

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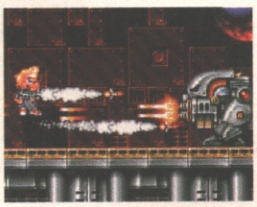

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Reviewed and rated on pages 93,103 and 111

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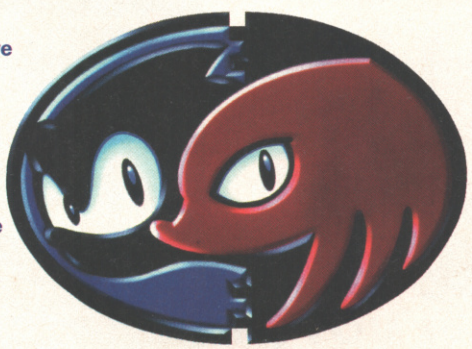
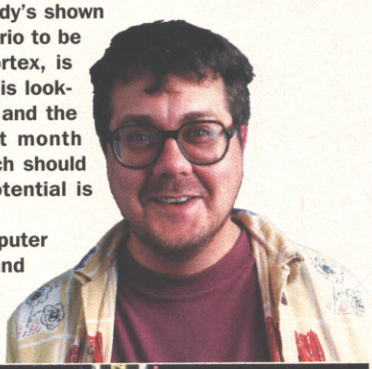


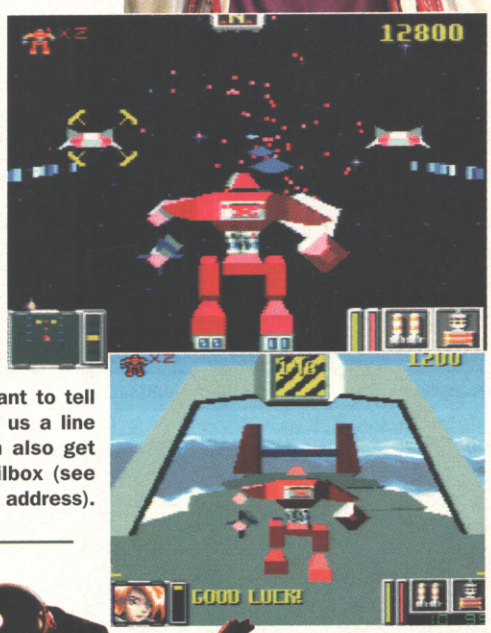
DOUBLE THE POWER

This month, more than any other, proves why owning several machines is a good thing. On 3DO we've seen Road Rash, which, putting it lightly, is amazing. Meanwhile Dynamite Headdy's shown that platform games don't need Sonic or Mario to be brilliant, and the latest SNES FX blast, Vortex, is pretty stunning stuff. Meanwhile the Amiga is looking healthy, despite Commodore's troubles and the PC comes good again with Inferno. Next month should see a major wave of Jag titles, which should prove any doubters that the machine's potential is massive. One machine just isn't enough.



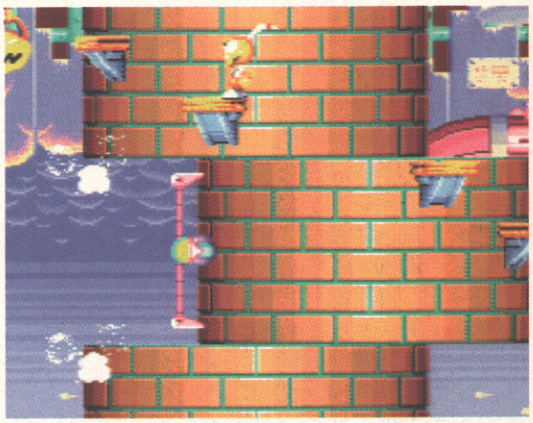
As you read this the European Computer Trade Show should have been and gone and we'll have taken a sneak peak at a 100% complete PlayStation, its games and know when the official release will be. We'll also have more news on its import release date and previews of forthcoming games such as Ridge Racer. As well as that, we should also be getting our hands on Doom 2, which is potentially one of the games of the year.

We also want to hear about the kind of things you want to see in this magazine. After all, you're the people who shell out for it every month. So if you disagree with something, think anything could be improved (surely not) or just want to tell us how wonderful we are, drop us a line at the usual address. You can also get hold of us at our Internet mailbox (see news section for more info and address). See you next ish!



3DO Road Rash has lived up to expectations – it's stunning.

▲ *Vortex shows off the amazing capabilities of the new FX chip.*



▲ *Sonic's in danger of losing his place as numero uno Sega star as Dynamite Headdy bursts onto the scene in one of the most original platform games ever.*

OUR REVIEWS POLICY

Here at CVG we're independent of any hardware manufacturer, so we'll let you know whether a game is available on other formats, whether there are better examples of the game on that system, and most importantly whether it's any good. Unlike other magazines which base their scores on the views of one person, our ratings are arrived at after lengthy discussion between the CVG team about each title's good or bad points, with the overall score being a separate mark based on the quality of the game – NOT an average of the other marks. For the sake of those who want to refer to back issues, if we recommend an alternative game we'll keep its original score, but obviously times change and what may have been a great game a couple of years ago, now may be a bit passe. However in the past five years alone we've reviewed around 1,000 games, so you can be sure that our recommendations come with an accumulated wealth of gameplaying experience.

WORLDBEATER

SNES

- Streetfighter II Turbo
- Nintendo/£59.99

Still the best one-on-one combat game for the SNES. If you've already got a copy try Ranma 1/2 from Ocean or Capcom's Art Of Fighting.

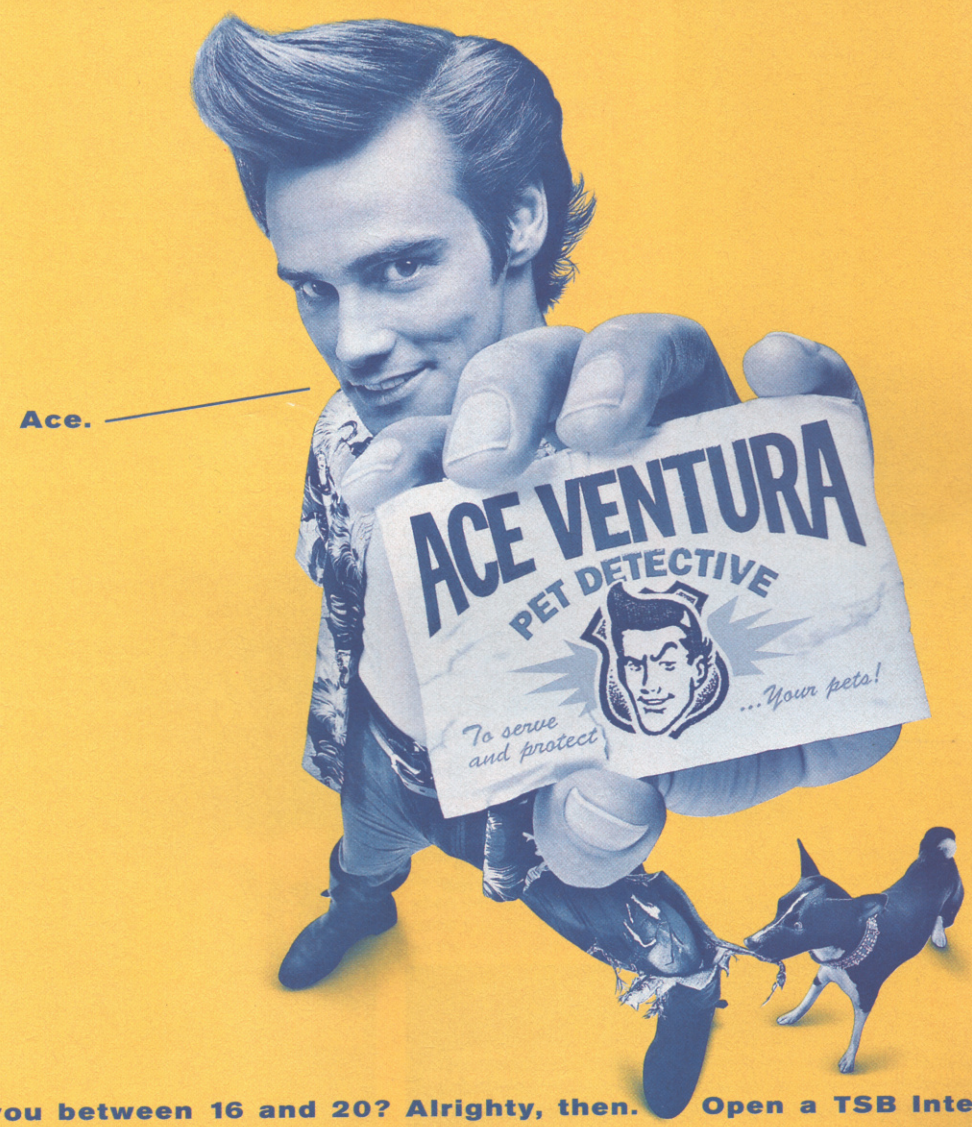
- Issue 134: 81%

Whenever you see one of these we'll be referring to the best game of its type, irrespective of which games machine it's on.

If a game scores more than 90% we'll award it a sought-after CVG HIT!.

You won't be seeing many of these – only games scoring 96% or over will be granted this accolade.

What would you say to 5 free cinema vouchers?



Are you between 16 and 20? Alrighty, then. Open a TSB Interest Cheque Account and you'll get: five £2 cinema vouchers (as well as plenty of other money-off vouchers) and a cash card you can use in over 6,000 cash machines. Oh, and one other thing. Can someone get that dog off my leg?

TSB

We want YOU to say YES

Offer available to 16-20 year olds opening their first Interest Cheque Account, subject to status. Offer subject to availability, at all participating cinemas. Offer closes 30th April 1995. TSB Bank plc, Victoria House, Victoria Square, Birmingham B1 1BZ. © 1993 Morgan Creek International Inc.

NEWS

64 BIT 3DO FOR 1995

A 64-Bit machine and a booster pack... future power for 3DO

These are revolutionary times in the computer and console industry and the latest news to hit our untidy desks is that a 64-Bit 3DO is in the pipeline. Codenamed Bulldog, the specs of this machine look highly impressive. For a start MPEG 1 will be built in as standard and the superior MPEG 2 will be available as an option. Considering the whole unit is planned to retail at under £300, which, if it happens, will be a fantastic achievment. Other enhancements include a 66Mhz processor (the current 3DO runs two 12.5Mhz chips in parallel) and a incredible data shifting bus bandwidth of 400Mb per second, which is more powerful than a top spec Pentium PC.

The best news though, is that the new package will be backwardly compatible with the current machine, and will also come in cartridge form to upgrade existing machines, so if you were thinking of buying a 3DO now (and with some of the current releases around we don't blame you) there's no worries about getting something that will become obsolete in a year. So as if the likes of Road Rash and Twisted weren't enough, you now have even more reason to part with your cash.

console kick off at last

After an inordinate wait, Kick Off 3 is finally coming out on SNES and Mega Drive. Both version clocked in with massive scores when we originally reviewed them, and thanks to the delay, producers Imagineer have had more than enough time to improve the gameplay.

FLASH FACT

State-side firm Aura are releasing their Interactor vest in the UK for around £100. The strap on device delivers a sonic 'blow' equivalent of 20 pounds when your game character is hit. It'd probably be safer getting into a real fight.

FLASH FACT

interplay reach for the stars

Word reaches us that Interplay have extended their Star Trek licence to 1998, which means they're more than likely to be producing a game based on the forthcoming Star Trek movie, Generations. The film features both the original and Next Generation cast in a battle to save a planet from destruction at the hands of mad man called Dr Soran. Early scripts had Kirk dying at the end, but apparently there was such an outcry from the cast that this has been re-written. We'll just have to wait for the movie to find out. The deal should also cover the new Star Trek series, Voyager, which, rumour has it, has the captain's chair filled by Patsy Kensit, aiieeee!

fifa '95 arrives

EA isn't a company to pass up an oppotunity for a sequel, which probably explains why the follow-up to the world's most successful football game is almost with us with the imminent launch of Fifa '95. As with the Madden's and Hockey series, EA have stuck pretty much to the original formula, added plenty of enhancements and improved the speed. The most notable inclusion is a proper passing feature, which includes one-touch plays. Other features include set-piece free kicks, new crowd noises and you can now nominate a player to receive the ball from throw-ins.

more team dreams

The latest game soon to roll out from the Wakefield Hit Factory that is Team 17 will be All Terrain Racing (snappily abbreviated to ATR), King of Thieves and Witchwood. ATR is on the Amiga and will be a top down perspective racing game along the same lines as Team 17's earlier Amiga hit, Overdrive. ATR will be out in October and retail at £25.99. An enhanced A1200 version will arrive about three weeks later. PC owners can look forward to a conversion early next year.

Also coming from Team 17 on the Amiga and CD32 is King of Thieves, a break from tradition for the Northerners as it's a blend of arcade and strategy styles. Programmed by the talented chaps behind the Alien Breed series King of Thieves is set in mediaeval England and the strategy section sees the player attempting to conquer the land piece by piece Risk style while the arcade elements are similar to the old Amiga classic Defender of the Crown and involve the likes of making pirate raids on enemy ships. If the gameplay can match the remarkable graphics this should be a prince when it arrives around Easter time next year. Once again PC floppy and CD-ROM versions should follow soon after. It's looking very good indeed, even at this early stage. Certainly one to watch out for.

FLASH FACT

Still no noise from Nintendo central as to when they're going to release Streetfighter 2 over here. Latest rumours point to somewhere around Easter next year, here's hoping. In the mean time our money's on Kombat 2 for top SNES cart at Chrimble.

FLASH FACT

FLASH FACT

Moneybags Microsoft are planning to bring global computing a step closer with the unveiling of monsterously huge plan to launch some 837 communcations satellites in the next six years. A total space network maybe, but we'll see it, then believe it.

FLASH FACT

FLASH FACT

Sega have revealed plans to bundle the Mega-CD with nine titles: Tom Cat Alley, Streets Of Rage, Golden Axe, Revenge Of Shinobi, Columns, Monaco GP, Road Avenger and Cobra command. It sounds good, but they haven't put a price on it yet.

FLASH FACT

shodown at the 3DO-K corral

The excellent Neo Geo beat-'em-up Samurai Shodown is almost complete on 3DO. It's got all the features of the original, including close-ups when the fighters come together and all the moves and speed too. With Super Streefighter Turbo also coming to 3DO, it looks like it could soon be the top 32-Bit machine for beat-'em-ups. Hopefully we'll be able to bring you more news on both games next month.

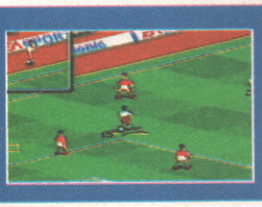
rocket crashes into UK

Britain is about to be invaded by one of the most impressive looking development houses to emerge in years. Rocket Science Games have combined the movie making talents of producers and effects experts from movies such as Jurassic Park, Rising Sun, Conan The Barbarian, Terminator 2 and Total Recall, with games designers responsible for classics such as Rescue On Fractalus, Loom and Indiana Jones and The Last Crusade.

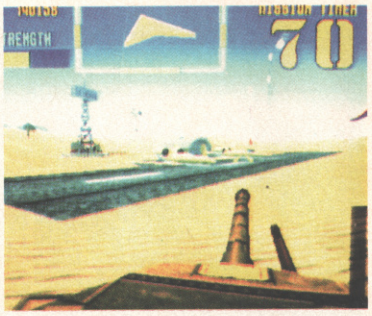
Among their first games will be Loadstar, a science fiction tale of smuggling and double-dealing written and designed by Ron Cobb, who's also worked on films such as True Lies and Aliens. It stars Ned Beatty in the lead role – who looks older and fatter than ever. Around about the same time we should also be seeing Cadillacs and Dinosaurs, based on the hugely popular Mark Schultz graphic novels. Both games look really mindblowing and should be appearing here in the very near future for PC CD-ROM and Mega-CD with more versions to follow.

the witching hour

Team 17 are gearing up to bring their Zelda-esque adventure Witchworld to the A1200, CD32, PC and CD-ROM. Breaking from tradition the graphics are humorous and not the gloomy dark style that usually litter RPG-style arcade adventures, while the CD versions will be talkie rather than text based like their floppy counterparts. Again this will be out around Easter time next year.
Contact Team 17 (0924 291 867) for more information.



NEWS



sega unveil new model 2 arcade monster

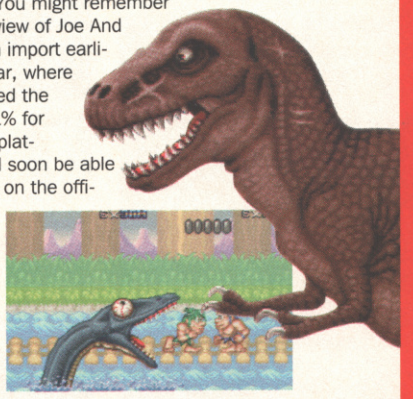
Fresh from the well deserved success of their arcade superstar Daytona USA (96% Issue 154) Sega are soon to hit the arcades with another Model 2 wonder. Desert Tank looks like a vastly updated version of the the classic arcade game Battlezone. To follow the high standards set by its predecessors, it features 300,000 texture mapped polygons a second and spot-on sound thanks to an underseat subwoofer and wide range stereo tweeters on the front panel. Gameplay realism should be good too, thanks to the assistance of military simulation expert Martin Marietta, and the familiar VR choice of views. Watch it blast into your local arcade soon.

catch us on the net

The Internet is where it's all happening at the moment. If you've got a modem you can hook up to the highways and byways travelled by some 30 Million computer users around the world – and now CVG. If you find anything computer related and interesting floating on the Net, or if just feel like dropping us a line our current boarding address is eMAIL:CVG.@emapimag.demon.co.uk, you never know, you just might get a credit.

joe and mac back?

You might remember our review of Joe And Mac 2 on import earlier this year, where we awarded the game a hale 81% for being such a top platformer. Well you'll soon be able to get your hands on the official version which is being released by Elite, only it's now called Joe And Mac 3. There, not confusing at all.



quad speed CD-ROM drive from TEAC

CD has proved itself as the replacement for cartridges and floppy disks, but some people still don't think it's fast enough. TEAC aim to solve that problem with the launch of their CD-55AK quad speed drive. Boasting a fast access time of just 195ms, it retails for just £400. Contact TEAC (0923 225 235) for more information. Meanwhile we've heard whispers that a Japanese company has developed a system for cramming 12 hours of M-Peg video footage and sound onto one disc thanks to using a blue laser instead of the usual red one. However, it'll be a few years before this kind of kit makes it into our homes.

well in the red...

The next biggie on its way from Time Warner looks set to be Red Zone by the same programming team which handled the excellent Sega game Subterrania. It's another shoot-'em-up but this time features a top down perspective similar to Seek and Destroy on Amiga as well as Commando-style blasting stages. Already voted best game at Summer CES by our sister magazine Mean Machines Sega, Red Zone is looking fab and with any luck should be reviewed in the next issue of C&VG in time for its November release priced £44.99

gremlin go interactive

Latest on the long list of companies to tag Interactive on their name is Gremlin. The softco, which was set up in the early eighties, also has a spanky new logo. With it comes a smart CD-ROM title, Retribution, which was produced with the help of 2000AD artist Kevin Walker, who's also the creative consultant on the forthcoming Judge Dredd movie.

Not only is it the first title Gremlin have originated on CD, it's also the most expensive game they've ever produced. It's a 3D sci-fi action adventure set in the last days of mankind – at least they will be the last days if you don't get your finger out and tackle the alien hordes who've discovered that humans are a particularly good source of vitamins and protein. Check out the pics above for a taster of what's to come.

virgin stitch-up star wars

Industry giants JVC and Virgin have teamed up with Virgin exclusively handling the sales, marketing and distribution in both the UK and France of JVC's Nintendo titles. Games on the way include Rebel Assault on Mega CD and Magic Boy, Ghoul Patrol, Super Return of the Jedi and Indiana Jones Greatest Adventures on SNES. So it's those, LucasArts and Doom 2 – all in three months. Who's next, we wonder?

warners next generation

Time Warner are promising one of the most fascinating storylines ever on the Mega Drive in its action-adventure Generations Lost. You take on the role of Monobe on his journey through six different play areas as he seeks to unravel the bizarre occurrences that plague his land. No confirmed price or release date a yet, but we're keeping tabs on this and hope to bring you a preview very soon indeed.

top tv

Deniz and Rik noticed this little beauty while flicking through the latest issue of one of the Japanese magazines that CVG gets sent regularly. It's very unusual to get widescreen capability on a smaller monitor as well as all the all the sockets anyone could possibly need. This of course could be the ideal machine to take advantage of the Playstation and Saturn's widescreen capability. Feel free to send us a 'review' machine Sony, we promise to send it back... by 2096!

ruff 'n' tumble competition

On page 112 of this great issue you'll find an equally great game, Ruff 'N' Tumble from Renegade. So pleased are Renegade with this one they've decided to give away one entire back catalogue for each machine they publish for. This means one Amiga fiend will get Elfmania; Turrican 3, Gods, Magic Pockets, Chaos Engine, Fire & Ice, Sensible Soccer and Uridium 2. A PC person will receive Gods, Magic Pockets, Fire & Ice, Sensible Soccer and Chaos Engine, while a CD32 chap can look forward to Fire & Ice, Chaos Engine and Sensible Soccer. And there's 15 runners up prizes of Ruff 'N' Tumble T-Shirts too. Huzzah!

To enter, answer this poser: Where in London are Renegade based?
A: Double Whopper
B: Wapping Wall
C: Wotta Whopper

Send your answer on a postcard or sealed down envelope with the format you'd like if you win and get it here no later than October 15:

Not at all Ruff compo
C&VG
30-32 Farringdon Lane
London EC1R 3AU.

Compo not open to employees of EMAP, Renegade, or Arkwrights food store, EC1. No cash alternative will be offered and the Ed's decision is, like, final man.

NEWS

I HAVEN'T SEEN THAT BEFORE!

Here's where CVG tells you what games are likely to be hot in the coming months – keep an eye out for most of these around Christmas time.

PGA TOUR GOLF 486 / EA / PC-CD

EA's taken their classic PGA Tour Golf and added a superb new graphical engine for 3D terrain, similar to US Gold's Links games. The CD will also include two new courses and an easier to use control system. Expect FMV clips too.

Myst / Sunsoft / MCD

A conversion of the ultra-challenging PC and Mac adventure game. It features really smart graphics, and some of the best questing action we've ever seen. The music is particularly atmospheric. It's without a doubt our top adventure of the year.

Baby's Day Out / Hi-Tech / GB

Based on the rather sad movie of the same name, this game is about a bunch of bad guys trying to save the baby they've kidnapped. It's a typical platform game, although the cart will also take advantage of the Super Game Boy's colour and sound enhancing features

Kartoon Kombat / Technos / MD

This is a cute looking beat - 'em-up which isn't likely to offer anything new but does look a laugh all the same. Has that sort of cheap American cartoon look.

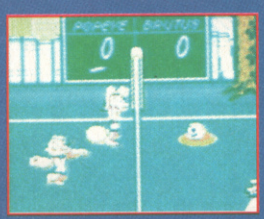
Ballz / PF Magic / SNES

You can find a review of the excellent Mega Drive version of Ballz on page 91. Graphically very fast and unusual enough to be worth a look, let's hope the SNES game matches the MD one for gameplay.

Beethoven /Hi-Tech / PC

Featuring a free comic book this game of the movie looks like being better than the rather smelly SNES version. You control Beethoven on a quest to find his puppies before he gets sent to the doghouse.

Popeye's Beach Vollyball / Technos / GG



Well, this is vollyball as you know and love it, but with the addition of the Popeye characters. You might even be able to perform special moves after eating a can of spinach. We can only wait and see.

Shien's Revenge / Vic Tokai / SNES

Imagine Operation Wolf but with Ninjas and you'll have a good idea of what this is all about. Basically, dash around and jab people to death. Not original at all, but if the scrolling's good it should be fun.

Wolverine / Marvel Software / SNES

The claw-wielding comic character gets his own scrolling hack-'em-up with guest apperences by the X-men. Features everything you'd expect in this sort of game and should be quite appealing considering the popularity of the comic.

Wolfenstein / Imagineer / MD

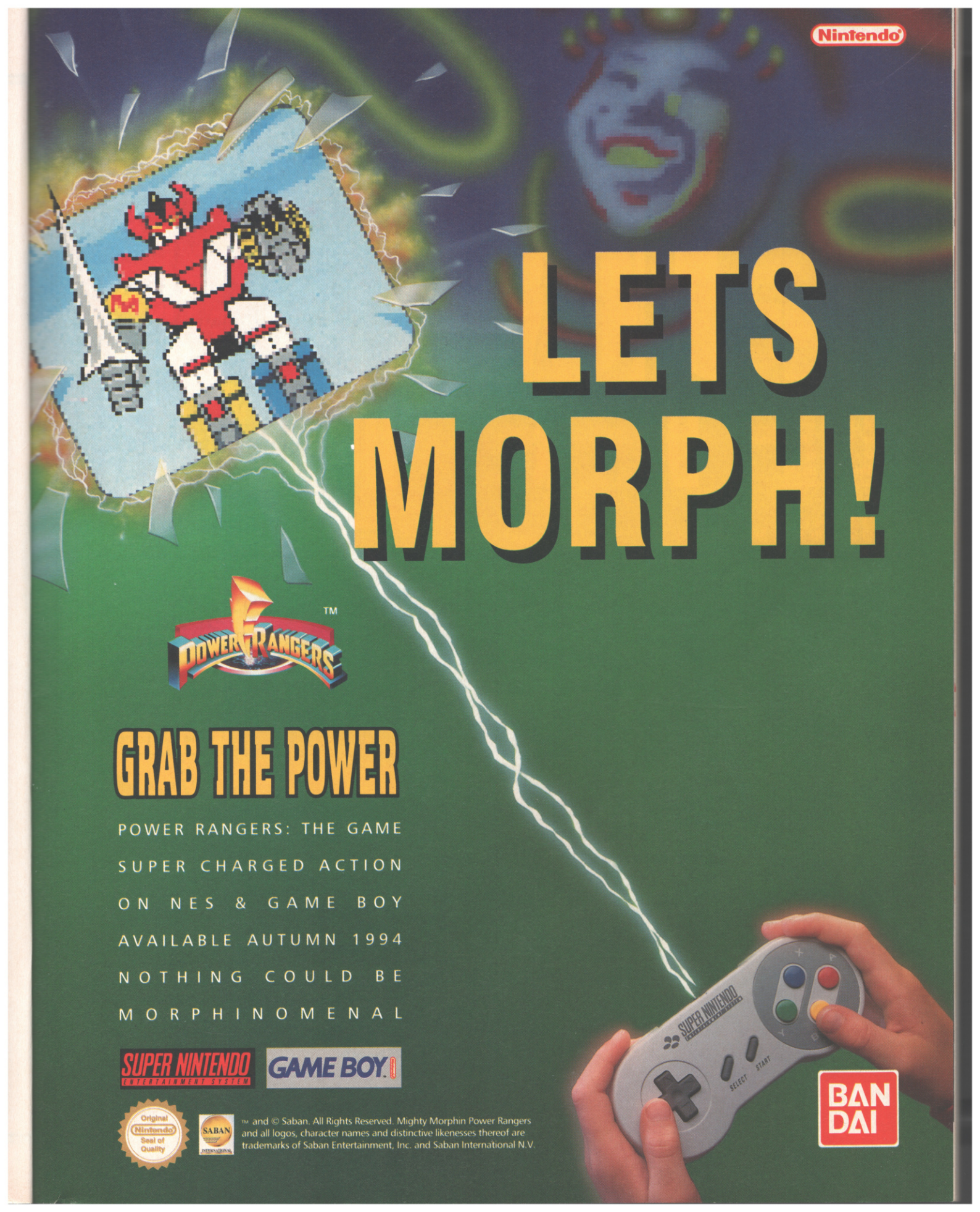
It's been out on many formats already, but this Mega Drive version won't go a miss. Wolfenstein is the forerunner to Doom so you can imagine how violent it is and the sort of smooth 3D scrolling to expect.

Club Drive / Atari / Jaguar

This speedy vector-based driving game is like Micro Machines meets Hard Drivin'. It uses fast vector graphics for the terrain and loads of wild locations to tax your driving skills. It's still a fair way of completion, but it's looking good all the same.

Zephyr / New World Computing / PC

Here's one game we're really interesting in seeing. Zephyr is a head-on shoot-'em-up with high-speed rendered graphics and maze-like terrains. It will also feature a link-up for five players. Very smart.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Deniz Ahmet

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NEWS

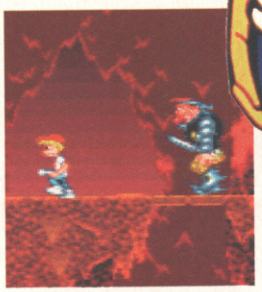
SUPER SONY STUFF

Sony have an impressive games line-up for the Autumn and Winter season. Here's a closer look at two we reckon will be very big indeed...

mighty max

● *Mega Drive/SNES* ● *Platform*
● *£39.99* ● *Out November*

Based on the successful toy range and early morning weekend kids TV show (although don't quote us on that as we don't surface much before 3pm at the weekends) Mighty Max is a very smart looking platformer. As Max, the 12 year old and rather pint sized adventurer (or one of his two chums), the player must progress through each of the 25 levels, partly by the usual jumping and blasting method, but also by utilising objects like magnets and balloons. There will also be a split screen two-player option, whoh! Hopefully that, combined with a couple of other innovative features should be enough to set the game apart from normal platformers.



These Might Max pics are taken from the SNES version of the game.

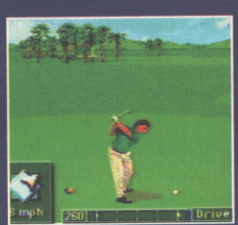
jurassic park 2

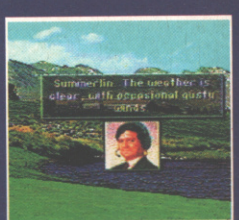
●*SNES* ●*Action platformer*
●*£49.99* ●*Out: December*

Although the final figures have yet to be added up it's fairly certain that Jurassic Park the movie will end up being the most successful Hollywood film in history. The first game was good too, especially on the SNES and it's on this format that we've caught our first glimpse of the sequel. First impressions are good, with the game featuring superbly detailed graphics and plenty of Dolby Surround sound. The game itself looks and plays like Shadow of the Beast and Alien 3 in places, but there's plenty more original sections like a helicopter fight which features giant sprites and an excellent Tyrannosaurus Rex chase scene. The whole thing is geared to be as action packed as possible, which is exactly the way it should be. It looks like being better than all the previous Jurassic Park games. All we need now's the film and we'll be well away.

EA TEE-OFF WITH PGA 3

Hang on to your clubs, EA have come up with a radical sequel to their top-selling golf sim. PGA 3 features digitised players from the PGA circuit, plenty of new options, and that annoying grid that comes up when you putting can switched off so you never have to see it. All that and more control over your shots, it looks like being the best of the lot and should be out before Christmas.





NEWS SPECIAL

RAGE AND THEIR MACHINES

CVG combines football fanaticism with ace reporting as it visits veteran programmers Rage only to find them amidst a cornucopia of footie sprites and pitches muttering, v. enthusiastically, the words 'Striker' and '3DO' in the same breath...

Rage is about to hit the premier league of football software, with the 3DO version of its hit Amiga footie game, Striker. The Bootle-based development company is headed by Paul Finnigen, who helped found Ocean in the early Eighties, and comprises a 24-person strong team. But even this core group is coming under pressure, due to the emergence of the new systems over the next year, and is looking to expand by another 10 to 15 members.

"As everyone knows now, the industry has be going through a period of limbo between the 16-bit and future systems. But with the emergence of the 32 and 64-bit systems this year and next, the industry is going to enter a very exciting time," predicts Finnigen.

Striker on the 3DO has been in development for the past six months, since the arrival of the programming hardware from Japan. The entire team express enthusiasm for the new CD-ROM based console as it removes their dependency on chip manufacturers and the economic constraints therein.

VFM

"At the end of the day," remarks Paul, "Software companies have taken the blame for the price of the chips." Importantly CD-ROM based systems, he suggests, mean great value for money for the all-important consumer.

The team is equally excited by the prospect of the increase in power. Striker on 3DO has enabled Rage to create visuals that were just a dream back in the days of the early Amiga and Atari ST. Essentially the team's desire is to recreate the gameplay, renowned on the older formats, but with the sense of reality generated by the 3DO's custom graphics chips. To highlight this point, the opening sequence consists of a high-speed flight into a fully rendered football stadium, and arrival in front of the scoreboard to witness FMV footage of matches taken from the FA and BBC Grandstand archives.

▲ *The flowing ball cursor has been bumped up to 32-Bit with impressive results.*

▲ *Down-mouthed and downright miserable – an exiting loser.*

On the field the visuals are equally impressive, combining a pitch looking like it actually *is* made of grass with scrolling that moves rapidly whilst maintaining essential fluidity. The playing angle is set moving up-field at about 30 feet above ground level, but zooms in to capture important action. To generate the player sprites, actors were used against a blue backdrop, digitised and built up, running at about eight frames per second. Along side the usual moves, headers, and passes, an

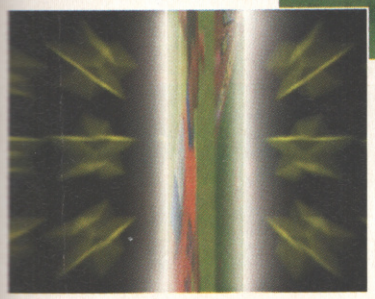
▲ *It takes all of these frames of animation to create a simple diving header.* ▼

▲ *A victory leap. But isn't that an English flag blowing in the wind?*

Action a'plenty around the centre spot.

Superb use of FMV to give the presentation real thrill. ▼

▲ *Select the team's substitutes from this options screen.*



▲ *A snippet of the intro sequence from the scoreboard.*

▲ *The goal scoring team's flag flies on to the screen with the score.*

AND THERE'S MORE...

Time doesn't stand still for the Rage team, as the future holds more in store on the Mega Drive's 32-Bit add-on, the Saturn, and Sony's eagerly awaited PlayStation. Although nothing is confirmed at present, rumour has it that a version of Striker will make an appearance on all three, with another sports title and a shoot-'em-up possibly in development for the PS-X. More news as we get it.

additional one-touch-pass feature has been included to add more pace.

3DO FOOTIE

Striker 3DO keeps up with the times by paying close attention to rule changes. In particular tackles from behind are now illegal, resulting in an instant free-kick and yellow card. The issue of defence plays a major role in the game, as for the first time a shielding option is present. A flick of a button allows the player to move around the ball fending off the opposition, and gives a striker valuable time to power up that vital shot. When a goal hits the back of the net, and the crowd jubilation dies down, an action replay in true TV tradition. Covering at present four angles, the view is quite spectacular.

After months of programming the team are over the moon about the end result. "We are amazed at how life-like the whole experience looks," says Paul,"with the digitised players, the film clips, and the action replay, it's just like watching the TV!" But as we speak the league table is beginning to fill and the playoffs start in the battle for the number one Christmas slot. As ever CVG will be on the ball with the news.

GAMEOGRAPHY

Amongst the 24 member team some of the titles they have covered over the years include: Daley Thompson's Decathalon–Spectrum; Hyper Sports – Spectrum and C64; Midnight Resistance – Spectrum; Robocop 1 and 2 – All Formats; Untouchables – C64; Batman Returns – Amiga; International Rugby – SNES

▼ *A mid-air overhead kick towards the goal mouth.*

Options screen with FMV in the background. ◀

▲ *The action replay mode as viewed from above the corner flag.*

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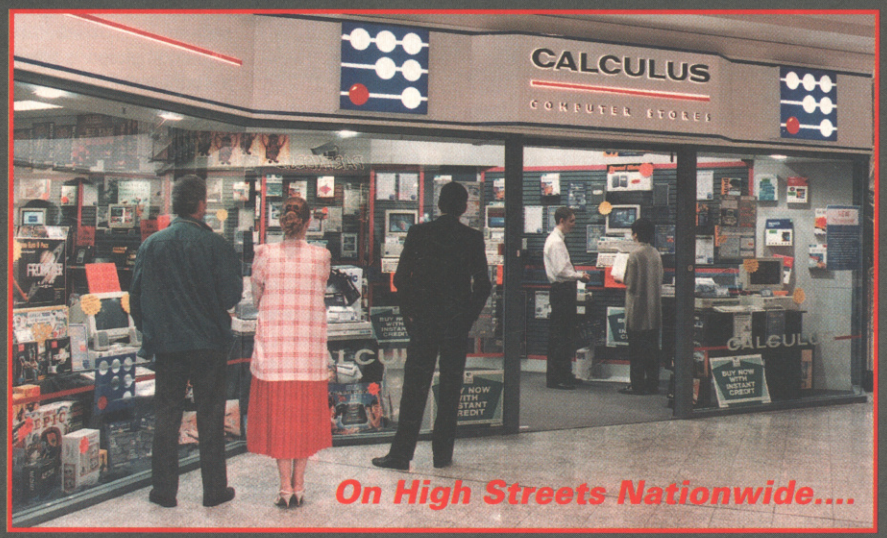

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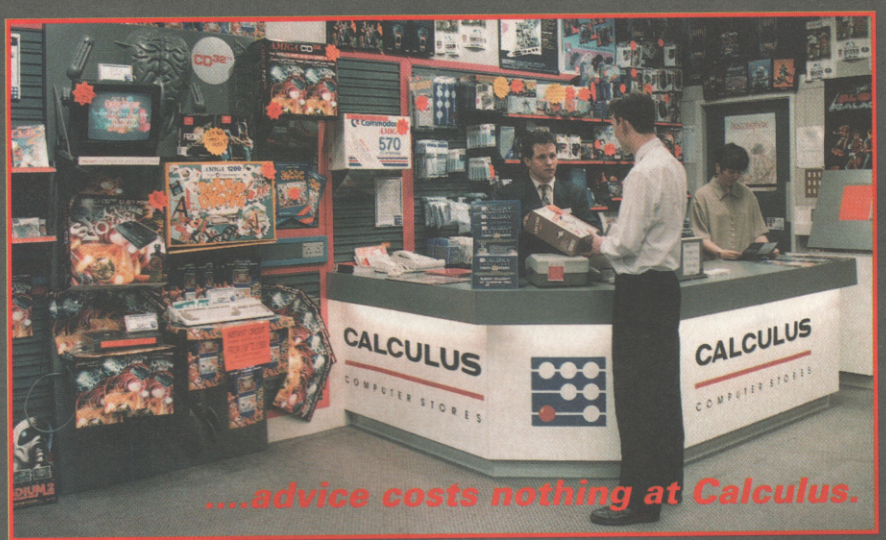

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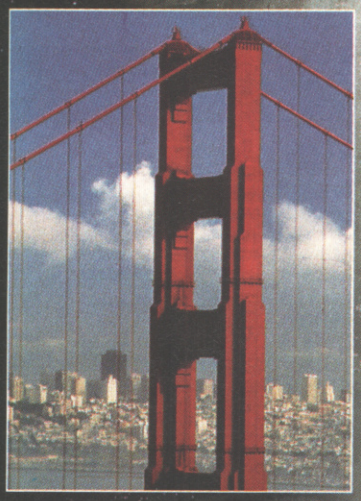


the lucas empire strikes back

LucasArts is to games what Mr Kipling is to cakes. What it makes is, indeed, of exceedingly good quality. And CVG went to visit the phenomenal software producers in babesville USA, California, and found a brace of top new titles in the pipeline, let the force guide you through the next five pages...

Highway 101 runs parallel to the main interstate highway connecting southern California to the other Pacific states. It runs south from San Francisco and north, through clusters of suburban wealth and wide open space, to the Great Crater lake in Oregon. Forty minutes drive from San Francisco is San Rafael: an identikit, west coast new town and a fairly inauspicious setting for the software arm of one of Hollywood's most successful businessmen.

George Lucas founded LucasArts in 1982 in-between making Raiders of the Lost Ark and Return of the Jedi. It's part of his tight-knit entertainment group, which also includes special effects producers, Industrial Light & Magic, its aural equivalent, Skywalker Sound and Lucasfilm itself. Each branch is a separate business but shares a vision for old-fashioned storytelling via the digital sounds and images.

Lucas

To what extent does George Lucas get involved in producing games? At a business level he chairs the monthly board meeting between the various heads of his companies and LucasArts toes the softly softly Lucas line on violence. Yet, despite its Hollywood pedigree, the company has, with the exception of Rebel Assault, deliberately avoided moving into the realm of Full Motion Video and 'interactive movies'. Why?

In an upbeat Californian kind of way, all of the staff at LucasArts love games, love George and George is "pretty well hands off" with regards to the day-to-day running of the business (although allegedly he is a bit of a dab hand when it comes to tweaking the games, since he suggested close-ups and panning

shots in Rebel Assault). It's acknowledged however that LucasArts has much to live up to. If it ever got into interactive movies, its work would inevitably – and perhaps unfairly – be compared to that of Lucasfilm. So the more games look like films the more Mr Lucas is likely to be involved. That moment may happen sooner than LucasArts admits. Compare the following extracts: the first from a speech by Randy Komisar, President of LucasArts Entertainment, given at The International Conference and Exposition on Multimedia and CD-ROM in March this year:

"We watch films and we play games. And therein lies the obvious crux of difference between film and interactive entertainment today. I can't imagine sitting on my hands and watching a game roll by for two hours. The fun of a game is my involvement. Film runs straight off a reel, not requiring complex compression and decompression that can reduce speed and resolution... in contrast, in the interactive entertainment area the delivery platforms are confusingly diverse, and they're fragmenting further all the time. It seems somewhat unproductive to focus on making interactive entertainment just like movies."

difference

But contrast this to George Lucas' comments during a TV cable debate in San Francisco two months later: "I've been in the games business for 15 years and I'm a storyteller, I make movies. People will always want to have a story told to them and they will like to play games where you have some control over the outcome. There'll be movies and there'll be games and the games will look like movies".

They aren't necessarily saying different things, but the change of emphasis is. LucasArts now allude to technological innovations that may close the gap between film and games (possibly using techniques like Acclaim's Advanced Technology Group's developments in FMV-like animations, see CES report in Computer and Video Games, issue 153). And it wouldn't require too much crystal ball gazing to predict that the games of the next round of Star Wars films will indeed be like films in their own rights.

The only time that LucasArts bucked the trend was when a TV series was made of the madcap family from the 1987 game, Maniac Mansion. Usually, of course, the forays are from film to game.

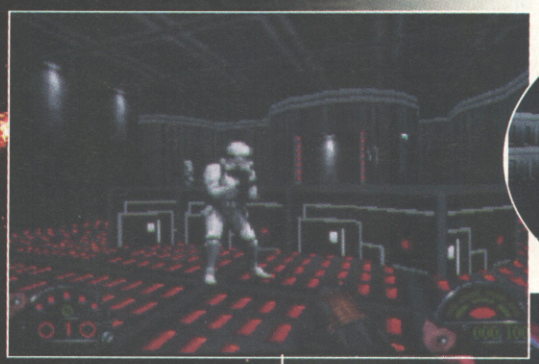
Caption to go with YodaCaption to go with YodaCaption to go with YodaCaption to go with YodaCaption to go with Yoda

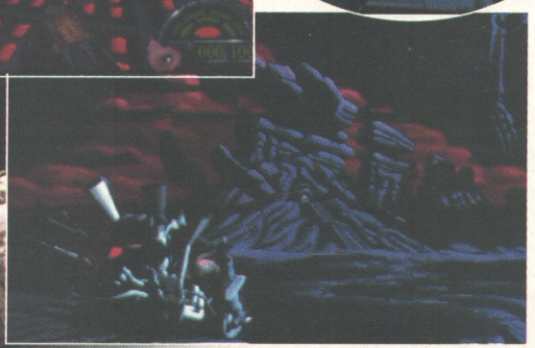
the lucas empire strikes back

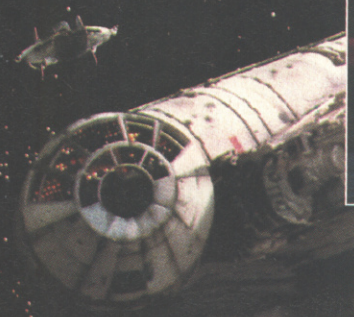
LA goes full throttle

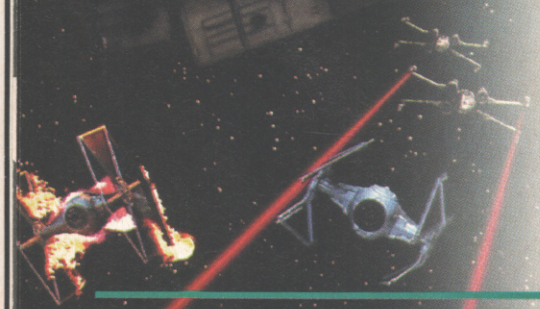
selected lucasarts gameography

Loom, Indiana Jones and the Fate of Atlantis, Day of the Tentacle, Super Return of the Jedi, Super Star Wars, Rebel Assault, Sam and Max Hit the Road, X-Wing, Tie Fighter, Secret of Monkey Island, Night Shift, Empire Strikes Back, Indiana Jones and the Last Crusade, Maniac Mansion, Zak McKraken and the Alien Mindbenders.









There's a ritual taking place around a Pepsi cup lying on one of the desks of the Full Throttle team at LucasArts' offices. The cup lies in the centre of a studiously cleared space surrounded by torn-up strips of dog-eared Post-It notes that have been arranged and rearranged until they form a pattern that makes sense. A film has formed on the ageing, now-still contents of the cup. The few splashes of Pepsi that stain the Post-Its are long-dried. Someone on the team has been working long hours trying to make sense of a problem...

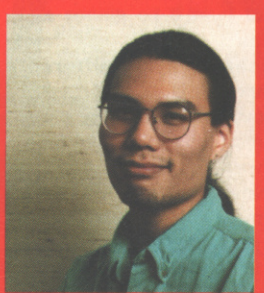
Problems can take ages to solve. CD has raised the expectations of gamesplayers to such an extent that games may now take immense amounts of time to make, as programmers stack ever-more complex graphics routines. For the sake of realism, however, LucasArts' next CD-ROM adventure, Full Throttle uses a mixture of 2D and 3D images that have actually been under-rendered. Even so, Full Throttle has been one of LucasArts' lengthiest projects to date. Tim Schaber, Project Manager, explains: "We've gone beyond the stage of CD-ROM sound being edited in at post-production; now we work from pre-scripted dialogue and effects and the imagery and storyboarding comes later. That just slows down the process."

sound bytes

Jack Sorenson, Director of Business Opportunities at LucasArts, believes that far more software companies ought to be looking at the potential of sound in CD games, rather than getting hung-up on graphics – just as in the film world the input of Skywalker Sound is often overshadowed by the FX whizbangs of Industrial Light and Magic. And there's THX... which has added a whole new dimension to cinema-going; it's more than likely that LucasArts is spending time with the Home THX research and development team, and

LA PEOPLE

From left to right, Justin Chin, Lead Artist on Dark Forces; Jack Sorenson, Director of Business Opportunities, LucasArts; Tim Scaber, Project Leader, Full Throttle; Larry Ahern, Lead Animator, Full Throttle; Randy Komisar, President of LucasArts.



will come up with new possibilities for sound quality in games. Whatever lies ahead, however, right now the samples used in Full Throttle are thoroughly impressive.

LucasArts describe Full Throttle as being its most cinematic game to date: 'a visual adventure featuring a born loser punching it out on the road using Rebel Assault technology'. The familiar cartoon-look is present, but the overall tone and the plot is darker. As Larry Ahern, lead animator for the game, says: "We wanted to develop a storyline around a Hell's Angel type of biker, so inevitably Full Throttle's going to be a little murkier than our previous games."

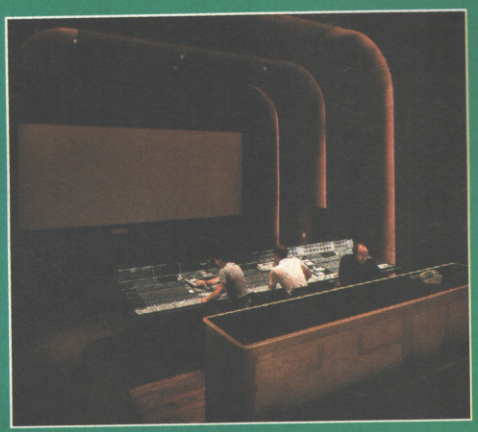
darker forces

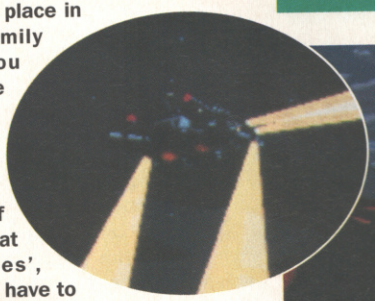
Darker yes, but LucasArts is unlikely to ever release an 18 certificate game. Says Randy Komisar: "Gratuitous violence has no real purpose. We try to make sure that the fighting does have some impact in the game itself but does not result in what we would consider gratification of violence itself."

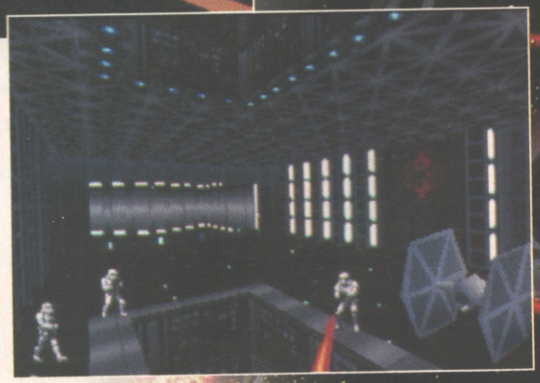
Indeed, the rather Doom-ish Dark Forces is about as goreless as you can get. It pits you against 20 types of foe, including a new breed of robotic super stormtrooper. And you wouldn't expect to find giblets sprayed all over the place in a game based upon a family film, and don't worry you don't get them. You're equipped with nine weapons and a map of the Death Star, which is used to locate the production centre of the cyborgs. All of the baddies are put into what are termed 'target cones', which means that you don't have to be a total expert to slay them, just make sure you hit them in an approximately lethal place. Currently, however, there are no plans to make the game multi-player.

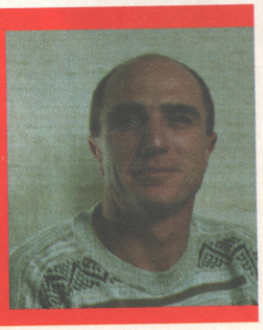
skywalker sound

Skywalker Sound has been prominent in the work of Lucasfilm, and now there's talk of the division being used to record orchestral and rock tracks for games. LucasArts feels that sound in CD is vastly underused. In 1991 the company patented iMuse, which allows a game's music and sound effects to respond smoothly to unpredictable player choices. Recently, it has invested time in refining techniques for background noises.

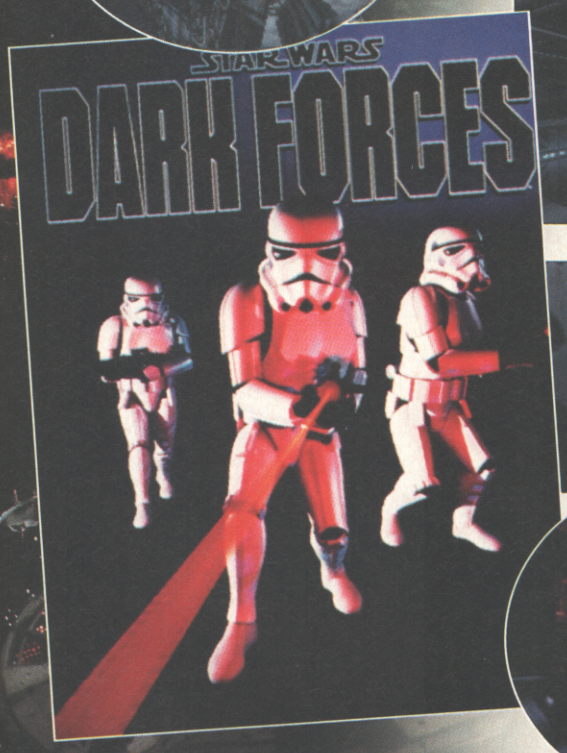


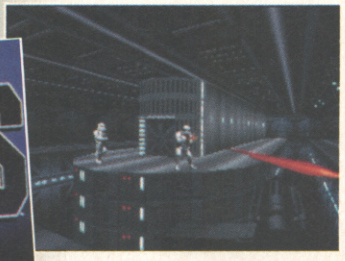






the lucas empire strikes back





LucasArts has been responsible for some of the most innovative games of the past four years. It's rare to find game as quirky as Sam and Max Hit the Road, Day of the Tentacle or even 1990's Loom, in which you had to use musical notation to solve puzzles.

new wave

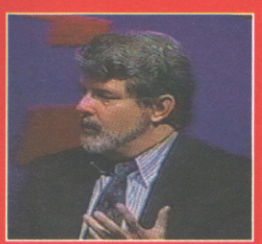
President Randy Komisar has been at the centre of this 'culture of excellence and storytelling' since the early days of the company. A tall feller with a big marine's build, he looks a little like the Robert Duvall character from Apocalypse Now. You expect him to open his mouth and talk about burning napalm, but he's actually an incredibly nice guy. Like many games publishers he's a bit bemused by the current upheaval in the hardware market and he's sceptical about developments in games-on-demand and the whole notion of the trendy 'information super highway'. Thinking practically, he expects to see a growth in multiplayer games, CD-ROM and seems set to commit to a number of the new platforms, but not all. "Clearly right now, with the number of competitors out there – everyone from Nintendo and Sega, PCs, Atari – there is a very confusing set of standards for developers."

However as next year pans out it's certain that LucasArts will continue to exploit its highly profitable mine of Star Wars licences. Guesses for the future? A concluding part to the X-Wing and Tie Fighter Series, featuring the Millennium Falcon; a game or two involving the new Super Stormtroopers from Dark Forces, some sort of licence combining the skills required in Tie Fighter and Dark Forces, a CD-ROM game-cum-edutainment Star Wars reference guide – and, of course, the games of the next Star Wars film featuring FMV clips of Kenneth 'luvvie' Brannagh, who's slated to play the young Obi-Wan Kenobi.

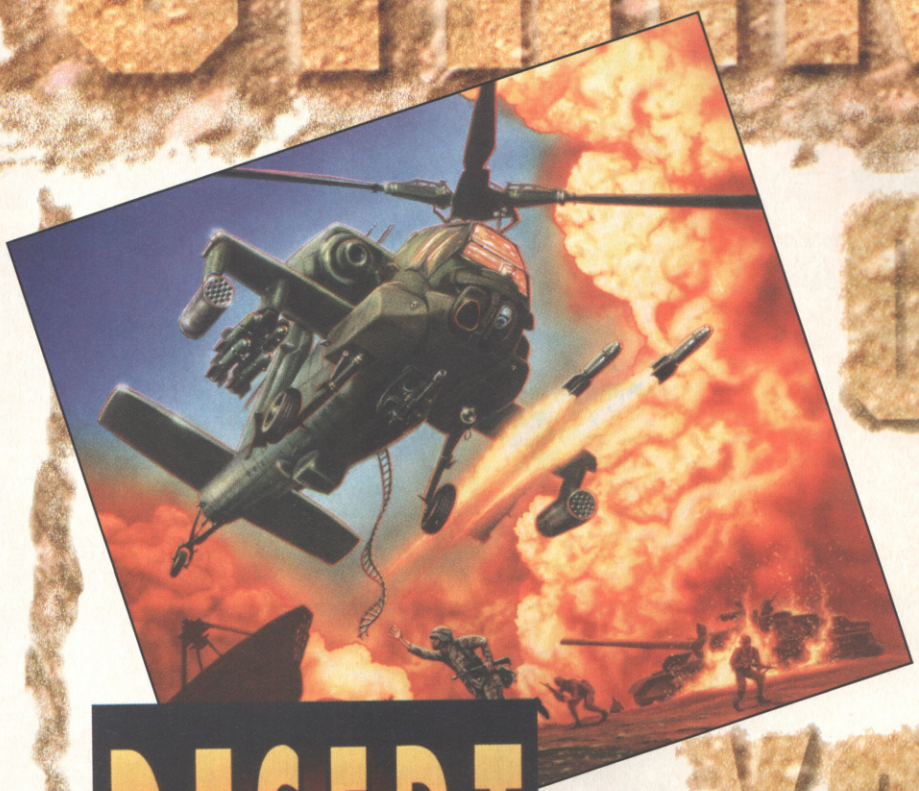
Along time ago in a far away galaxy....

Georgie's Best

Here's Mr Lucas talking on a San Francisco cable show about his games industry. Tune in, too, for the forthcoming and seemingly rather tasty Super Return Of The Jedi.



STRIKE



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WORK IN PROGRESS

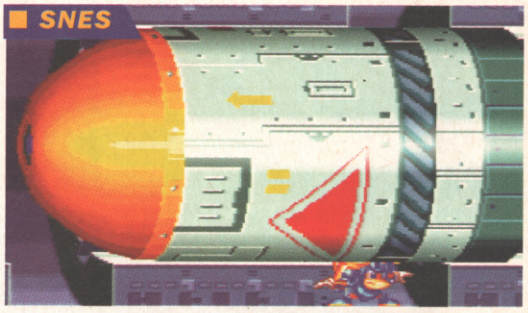
SPARKSTER

■ MEGA DRIVE/SNES
■ PLATFORM
■ £39.99/£49.99
■ OUT NOVEMBER
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

Konami's Rocket Knight returns, bigger and much better than ever before.

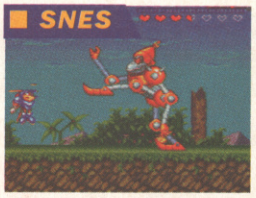
New Konami mascot, Sparkster, who debuted last year in the hit platformer Rocket Knight Adventures, is making his come-back in two different games. Working on the proviso that a game designed specifically to work on one machine would be far better than one programmed to be converted across several formats, Konami has come up with very different versions of Sparkster for the SNES and Mega Drive. Both are written to take full advantage of what the machines have to offer. Both are platformers, but there the similarity ends. They've each got their own levels, bosses and enemy creatures. It's too early to tell which game has the upper hand, so stick with CVG to find out which Sparkster will turn out to be King Of The Rocket Knights.

■ SNES



▲ These missiles make use of the SNES' little-known Mode-4, in hi-res mode to provide the rotation effects.

■ SNES



▲ Flee, flee you fools – it's scaffolding robo-chimp!

■ MEGA DRIVE

▲ Top-right of the screen is a fruit machine display, which whirls round when Sparkster collects the appropriate pick-up. It'll earn him energy, a bonus life, or cause bombs to rain down on screen.

WORK IN PROGRESS

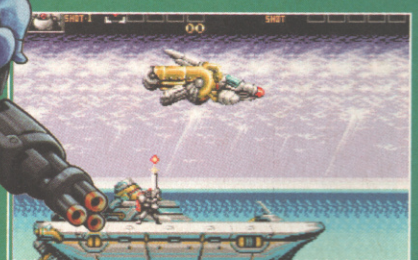
CONTRA HARD CORPS

■ MEGA DRIVE
■ SHOOT-'EM-UP
■ £44.99 ■ OUT NOVEMBER
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

SNES-owning Contra players have sniggered at their Mega Drive counterparts for years, until now...

Contra 3 on SNES is arguably one of the best platform-cum-shoot-'em-ups of all time, but there is a little mystery surrounding it. Why, when it's such a good game, has Konami taken almost three years to produce a Mega Drive conversion? Whatever the reason, Konami has finally brought the Mega Drive into the realms of Super Contra action with the all-new Contra Hard Corps.

The basic format is similar to SNES Contra, in that it's platform based with plenty of action. But after that any similarity is blown out of the window as Konami put the Mega Drive through its paces to produce one of the most technically impressive action games this console has ever seen.



◀ The Contra Corp take to the water to battle robot sea creatures and lethal aerial assault troops.

▲ Each character has their very own set of weapons, and abilities. So it's up to you to decide who is best for the job.

▲ You're briefed on your mission before you take to the streets. However, it doesn't take a genius to work out that, basically, you need to kill everything.

● TINY TOONS, CONTRA HARD CORPS, SPARKSTER AND BATMAN AND ROBIN ARE PROGRAMMED AND RELEASED BY KONAMI
● CONTACT KONAMI (0895 853000) FOR MORE INFORMATION

MEGA DRIVE

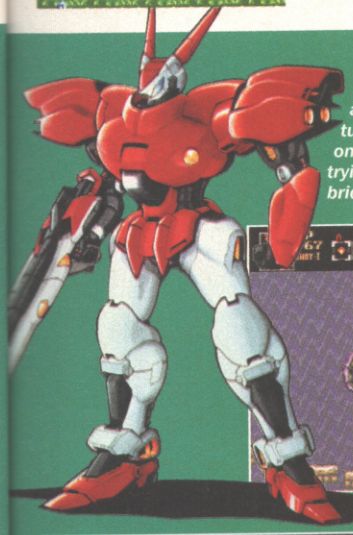
▲ Hmm, boss, Sparkster, trampolines. There's a puzzle a-foot.

Being an ▶ opossum (like a possum) Sparkster comes complete with prehensile tale, which lets him hang from trees and platforms.

SNES

MEGA DRIVE

◀ This time Sparkster is armed with more than just his sword. He now has a super rocket leap which blasts him through his enemies at lightning speeds, and a spin attack which is deadly, but leaves Sparkster dizzy if he uses it too often.



▼ We were particularly impressed with the amount of inventive features in Hard Corp. This one has the giant boss trying to shake you off the bridge.

▼ A rapid-fire weapon comes in very handy when you're facing a large number of enemies.

▲ There's major-league mass carnage as you take on dozens of mutant chimpoids at a time.

WORK IN PROGRESS

SNES

PLATFORM

£49.99

OUT NOVEMBER

NO OTHER VERSIONS AVAILABLE

NO OTHER VERSIONS PLANNED

TINY TOON ADVENTURES

WILD 'N' WACKY SPORTS

They're tiny, toony, and very marketable, and they're about to return to the SNES...

The Tiny Toons are heading for a major change. Last time out they were involved in all manner of platform-related excellence, but now it's time for a quick change, as they don their training gear and hit the sports field.

Those of you with semi-decent long-term memories can probably remember Konami's excellent sports sim Track and Field. That was their last multi-event sports game, although you wouldn't think it looking at this. Fair enough, it's not a serious sim, but it's loaded with varied events, stunning animation and loads of hidden bonuses.

◀ Although still under review as an Olympic event, the ice cream bung is one of the tougher elements in this game.

If you don't let your character up for air, they'll drown – despite not being real. ▶

◀ The bungee jump event puts the SNES' Mode-7 functions to brilliant use.

◀ The circle above each character is used for timing the lifts and determining how much power is used. The more strength you put in, the harder it is to time the lift.

TOP TOONS

Each event is packed with bonus features which appear when you do something particularly well, or badly.

WORK IN PROGRESS

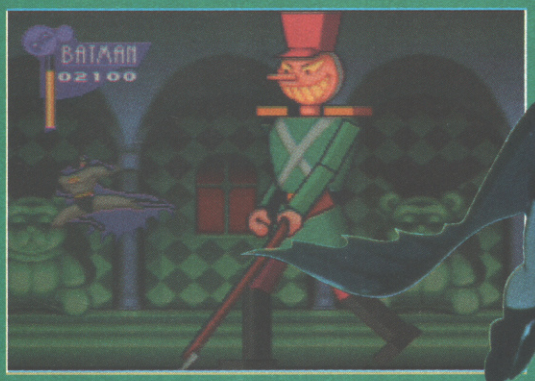
■ SNES
■ ACTION
■ £59.99 ■ OUT NOVEMBER
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

THE ADVENTURES OF BATMAN AND ROBIN

Batman The Animated Series could be one of the greatest cartoon licences ever to comes to the SNES...

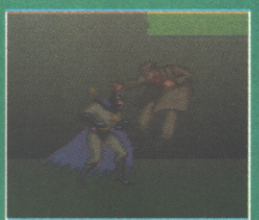
Since its UK debut on Saturday morning kids' show What's Up Doc, the latest animated incarnation of Batman has become one of the most popular cartoons in the country. A few contracts later and the console version was born.

The biggest contributing factor to the series' success is the quality of the animation. It's fluid and, above all, stylish and this is the area where Konami has dedicated much of its efforts. Almost half the cartridge memory is taken up with just the animation. It really does look like being the best SNES platform game of the year, so stick with us to find out just what the finished game's like.



▲ This gigantic, and extremely dangerous, tin soldier is, in fact, only a mid-level boss. The stage ends with a battle against the joker on a roller-coaster.

▲ The Riddler's got Batman trapped in a neat virtual reality maze. To escape the caped crusader he has to solve a series of puzzles, then find his way through the passages to the exit.



▲ As well as fisticuffs, Batman has several bat-gadgets at his disposal, including smoke bombs and the batarang.

▲ There are loads of excellent technical features, like the way the searchlights reflect off the buildings in the Catwoman level.

▲ The gameplay style varies throughout. One moment it's a horizontally scrolling beat-'em-up, the next it's a platform game. There are also excellent Mode 7 stages and plenty of taxing puzzles to solve.

▲ Even though he has an arsenal of excellent weapons, Batman's still at his best when he's throttling the life out of some villain.

▲ All the best villains from the cartoon series feature. Including poison ivy and her army of trained killer weeds.

● DID YOU KNOW THAT THE VOICE OF THE JOKER IN THE BATMAN ANIMATED MOVIE WAS SUPPLIED BY NONE OTHER THAN FALLEN STAR WARS STAR MARK HAMIL? HE'S ALSO 'STARRING' IN THE NEW WING COMMANDER GAME FROM ELECTRONIC ARTS.

YOU WON'T SEE ME WITH SPOTS.

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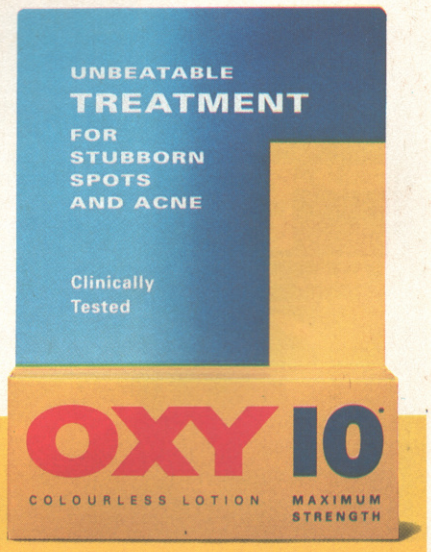
That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.



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OXYCUTE 'EM!*

ARCADE ACTION

WORK IN PROGRESS

PRIMAL RAGE

- ARCADE
- BEAT-'EM-UP
- £UNCONFIRMED
- OUT TBA
- NO OTHER VERSIONS AVAILABLE
- HOME CONVERSIONS LIKELY

It's life-like, Jim, but not as we know it – Time Warner Interactive is about to hatch a dinosaur-based beat-'em-up ready for the arcades...

On this very page you are witnessing some of the most astonishing – and costliest – high-tech innovation ever harnessed for a videogame. Primal Rage, the joint brainchild of producer Dennis Harper and animator Jason Leong, was developed using production techniques more familiar to Hollywood than Silicon Valley. Among the 30-strong production team were experts in 'stop-motion' animation and movie monster building. The result is a cast of prehistoric game characters that move and fight on-screen with breath-taking realism. There's no shortage of gore either: not only do the dinos tear each other to pieces, they're also able to replenish their health by snacking on passing cavepeople!

The process by which Primal Rage's monsters were created was complex, but from what we've seen so far, the results certainly justify the brain-strain. The final product looks and feels unlike anything we've seen before.

If the controls are as responsive as the graphics are awe-inspiring, Primal Rage will truly take some beating. And good luck to the softco that tries to convert this for even the hottest of the new home systems. It ain't gonna be easy...

▲ *Talon takes to the air over Stonehenge and Vertigo loses his head.*

▲ *T Rex stomps up to Talon and the rumble in the jungle kicks off.*

A QUICK LESSON IN DINO DEXTERITY...

Firstly the animator, Jason Leong, designed seven characters, some based on real dinosaurs, like T Rex, others imaginary hybrids, such as Armadon (a combo of triceratops, ankylosaurus and stegosaurus) and Talon (a deinonychus with a touch of tiger) because the gameplay required all the dinos to be standing upright.

Next a clay model was made and a fully-jointed metal skeleton constructed. A plaster mould was created from the clay model, the flexible skeleton was placed inside, and the mould was injected with whipped latex, sealed and baked in an oven, thus producing a mobile three-dimensional puppet. This was then painted in the vivid colours chosen by Leong for that character, based on the modern scientific notion that the large lizards were in fact relatively gaudy creatures.

This working model was then painstakingly photographed in about 100 different positions, each minutely progressing from the last. From these frames, fluid sequences and moves were produced for each character, which were then coordinated in a master 'move matrix' developed by game designer Cameron Petty. Finally, the beasties' moves were enhanced by computer-generated finishing effects (blood splatters, fireballs).

1. *Design your beastie.*

2. *Make a clay model of him.*

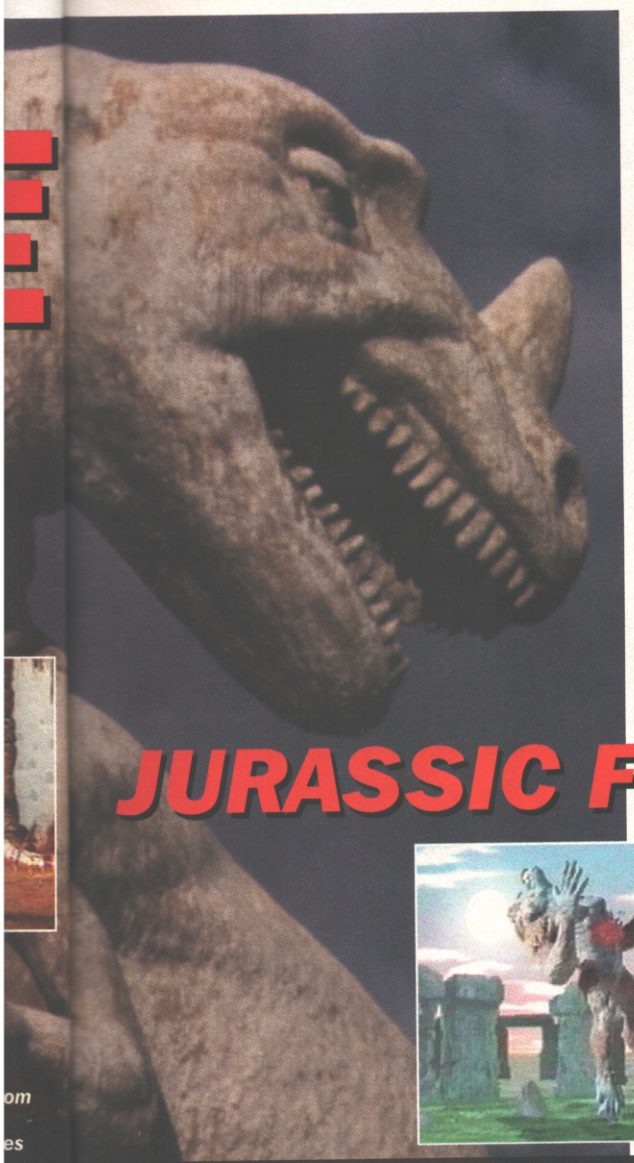
3. *Build a moving skeleton for him.*

4. *Make a mould from the model and stick the bones in.*

5. *Bake until well-done.*

6. *Paint until pretty.*

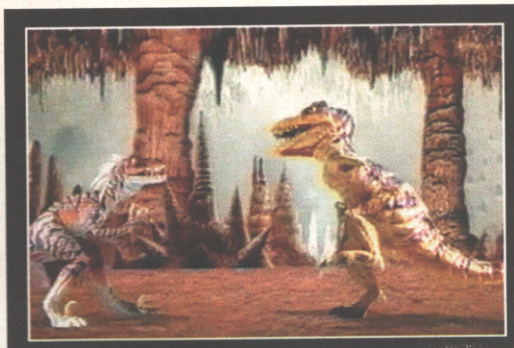
7. *V lime*

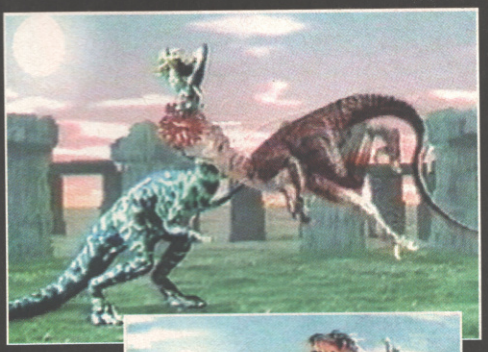


JURASSIC FIGHTERS

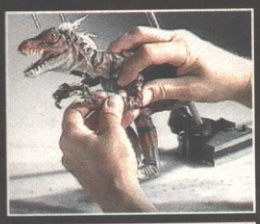
FACTS TO MAKE YOU PRIMAL SCREAM ABOUT

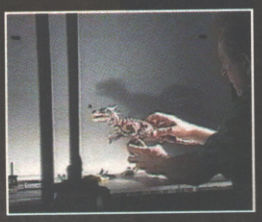
1. One or two players.
2. Over 70 moves per character.
3. Selectable gore; seven characters.
4. CAGE 'Total Immersion Audio' digital sound system with spatial audio effects.
5. Realistic-looking stop-motion animation techniques used.





▲ When the two antidiluvian apes Blizzard and Chaos resort to fisticuffs, it'll take more than druids' prayers to break it up.





7. Work out his moves, millimetre by millimetre.

8. Photograph each progressive move (yawn!).

9. Add some on-screen splatter 'n' burn.

10. Voilà! The most dextrous monster you've ever eyeballed.

WORK IN PROGRESS

- MEGA DRIVE
- PLATFORM
- £UNCONFIRMED9
- OUT OCTOBER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED

Yes! The inimitable Sonic and his other half are back, but can Sega possibly come up with anything new? Oh yes reckons Rik, and we're not talking lunchboxes, trainers or crisps either. This is one hell of a game(s)...

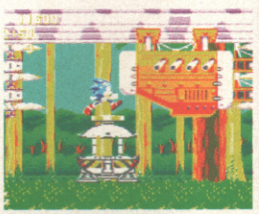
SONIC & KNUCKLES

Like many of you I thought Sonic 3 would be 'it' as far as the series goes. After all, how can you improve on near perfection? In a number of ways if what I saw at Sega HQ is anything to go by. Firstly Sonic & Knuckles will be backwardly compatible with Sonic 2 and 3. See the boxout later in this preview for more details on what changes this new cart makes to your older Sonic classics.

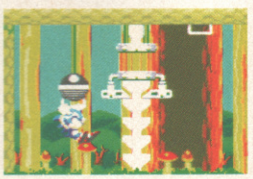
Of course there'll be a whole new 18 meg game with six new gigantic worlds to play through too. The graphics have been overhauled and will differ considerably from the familiar look of the other three games. There's plenty of new tunes to look forward to as well, Knuckles' is particularly catchy. And thankfully there's lots of fresh scenery paraphernalia to interact with, like a lifting device and mushroom trampolines. Sonic & Knuckles is playing very well and is shaping up to be a classic, in a spiky-blue, hedgehog-type wonderful way.

▲ Once again Dr Robotnik is not very difficult to dispense with, the only trouble comes in avoiding his thrown obstacles.

Use this double-handed lift to reach higher levels. It's slow and can leave Sonic & Knuckles prone to attack though. ▶



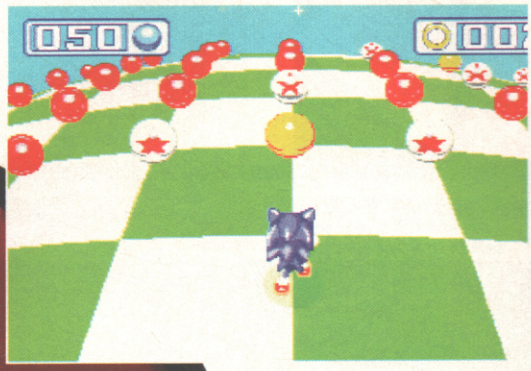
▲ Aboard Dr Robotnik's airship is the setting for the Flying Battery Zone.



ANOTHER FAB TITLE SEQUENCE!

The title sequence in Sonic 3 was excellent but the one in Sonic & Knuckles is even better, and thankfully you won't miss it if you blink! Sonic drops slowly down from the top of the screen and is joined by Knuckles. Listen out for perhaps the most catchy Sonic tune yet as well.

● GAME BY SEGA (SURPRISINGLY) ● CONTACT SEGA (071-972 6700) FOR MORE INFORMATION



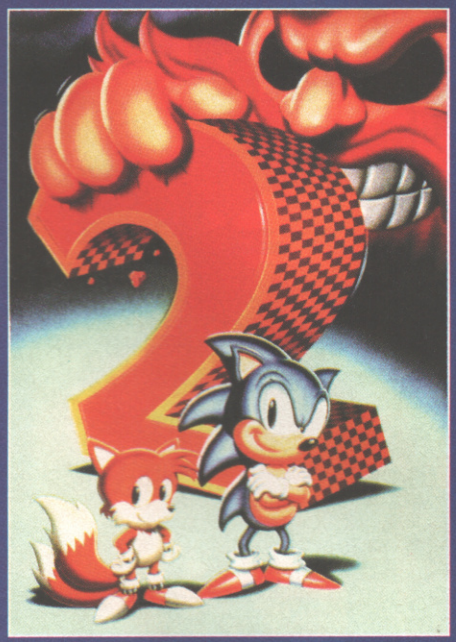
▲ The bonus sequence from Sonic 3 is back, but it's been made much tougher. There are now yellow jewels which bounce you high into the air and the blue ones are not as easily placed as before. A revamped bubblegum machine bonus section also makes an appearance.

▲ These revolving platforms are tricky, because they also spin across the screen.

▲ It's the crazy all new Sandopolis Zone!

GOT SONICS 2 & 3?

The big news with Sonic & Knuckles is that it's backwards compatible with Sonic 2 and Sonic 3. Sadly we aren't allowed to show you shots just yet, but rest assured we've played it and here's what happens.



▲ Sonic 2: No great shakes, you can now play the game as Knuckles as well as Sonic and Tails.

▲ Sonic 3: Again, you can play as Knuckles but the levels are vastly different and feature new music tracks. Knuckles can glide and climb walls which means you'll be able to get to new areas which Tails could see but never had the stamina to make it to. And the two levels in the cheat mode which were previously unplayable are now selectable.

● RUMOUR HAS IT THAT THE SONIC ARCADE GAME IS IN THE PROCESS OF BEING CONVERTED TO THE 32X

ISN'T KNUCKLES A BADDIE THEN?

Knuckles was a baddie in Sonic 3, but this time round he's on Sonic's side. Probably. Anyway, he has his own intro where he's shown snoozing away until Dr Robotnik bombs him. Cue Knuckles cursing him as Robotnik flies off.

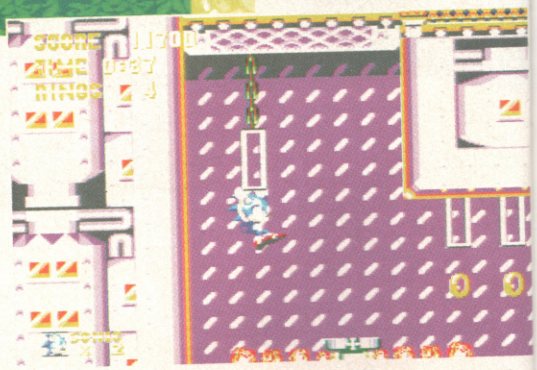
Knuckles' levels are packed full of dangerous spikes to mare sure things aren't too easy with his gliding and climbing advantages.

Like Zool, Knuckles can climb, which makes things a lot easier for reaching those bonus-strewn difficult-to-get-to places

With an enhanced graphic engine from Sonic 3, the graphics and parallax backgrounds in Sonic & Knuckles are perhaps the best yet.

Again, Dr Robotnik isn't too tricky to destroy at this end-of-act section, the problem comes in trying to avoid the obstacles.

One of the new additions are these giant mushrooms which Sonic & Knuckles can jump on to reach higher levels.



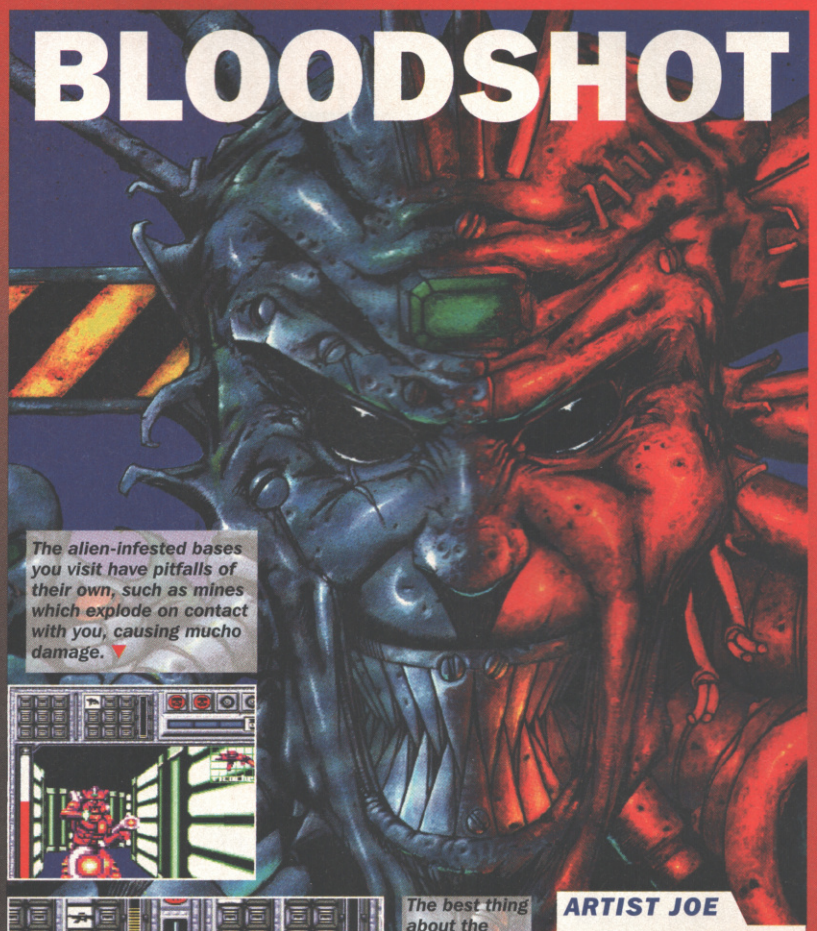
Sonic must be lowered carefully in this section to avoid all the flames burning fiercely around him.

Knuckles can also glide which is great for jumping off high platforms and drifting past baddies on lower levels.

● HAS KNUCKLES REALLY BECOME SONIC'S FRIEND? WAIT AND SEE...

WORK IN PROGRESS

BLOODSHOT



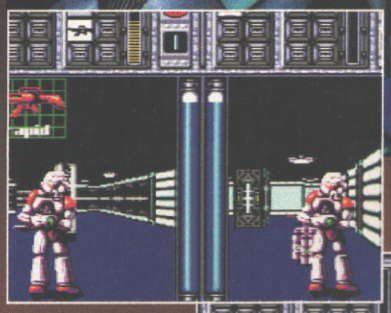
MEGA DRIVE
SHOOT-'EM-UP
£44.99 OUT OCTOBER
NO OTHER VERSIONS AVAILABLE
NO OTHER VERSIONS PLANNED

Doom-mania keeps rolling on, with Domark entering the world of the head-on blaster with the alcoholically titled Bloodshot...

Considering the company's prominence during the early Eighties, Domark has had a quiet four years. But with a new managing director in the guise of RPG-meister Ian Livingston, times are changing – and quickly. Bloodshot marks a return to main-stream action gaming, combining Doom-style 3D action with a sci-fi plot.

At this point you'd be forgiven for thinking that, perhaps, wouldn't it be nice if people let the Doom bandwagon pass by and, you know, maybe produce something a bit different. If that's you, you're probably some kind of bead-wearing pacifist freak. Bloodshot features every thing you want in a decent shoot-'em-up. Size, good graphics, a split-screen two-player mode, big guns and strange, mutoid alien brain creatures with trailing wires and light bulbs for eyes. Now who could fail to want some of that?

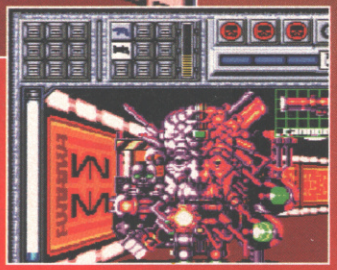
The alien-infested bases you visit have pitfalls of their own, such as mines which explode on contact with you, causing mucho damage.



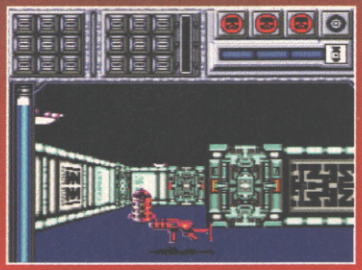
The best thing about the two-player mode is the battle option, where you square off against your mate in a fight to the death.

As you'd expect from a game like this Bloodshot features loads of smart weapons, ranging from homing missiles to triple-shot laser cannons.

The object of each level is to find, and destroy, a plasma pod before it destroys the base. Once you zap one a timer starts counting down .



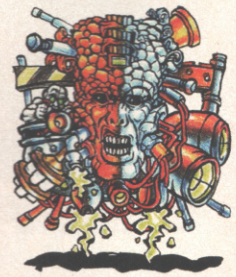
Whoah! A giant levitating cyborg brain which you're facing from the right end of a gun loaded with armour-piercing missiles – heaven.



Would you look at that, someone's left a laser cannon just lying around. Grab it and give the aliens a quick lesson in why it's dangerous to leave loaded weapons lying around.

ARTIST JOE

Groombridge was the man assigned to create the weird and, well, weirder stars of Bloodshot, as well as the weapons which you use to dispose of them.



TEKNO

THE BEST GUIDE TO NEW GAMES MACHINES

FREE!

SYNDICATE on jaguar – the best version and no mistaking

BURN CYCLE – the greatest cd game in history?

STAR CONTROL 2 ON 3DO
THEME PARK ON 3DO AND JAGUAR
IRON SOLDIER – AMAZING 3D ACTION ON THE JAGUAR
PLUS LATEST NEWS ON SEGA SATURN, MEGA DRIVE 32-X AND SONY PLAYSTATION

produced by COMPUTER AND VIDEO GAMES

THE MAG REAL GAMERS READ

WORK IN PROGRESS

BOMBERMAN 2

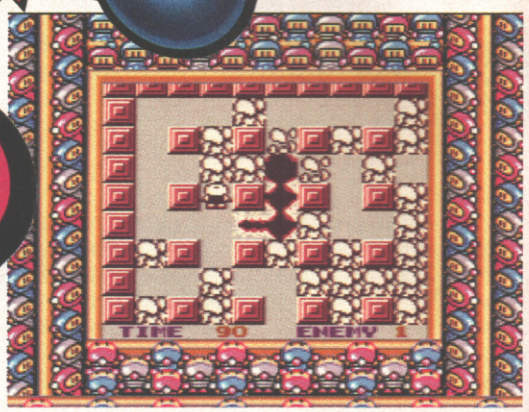
■ GAME BOY
■ PUZZLE
■ £UNCONFIRMED
■ OUT NOVEMBER

■ NO OTHER VERSIONS AVAILABLE
■ SNES VERSION PLANNED

The sequel to one of the best games of all time looks set to make a big explosion on the little Game Boy...

The original Bomberman is an all-time classic, and now Game Boy owners will get a chance to sample it in the shape of a sequel. This is great news, after all there was nothing more irritating than having to stop playing the original on SNES and then go do something boring like eat or go to work. Now you'll be able to take the game with you, whatever you have to do.

The basic gameplay will remain the same, ie run around a maze and blow up the opponents before they do the same to you. There will be 40 new levels to blast through and plenty of new bonuses, power-ups and other hidden features that crop up randomly. Multitap compatibility will be a key feature as will making full use of the Super Game Boy. Sounds like it could make the SNES sequel redundant if you own a Super Game Boy!



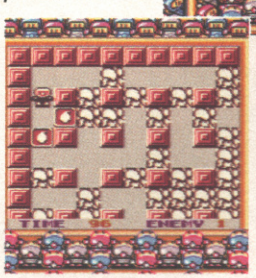
▲ *Line up a row of bombs and check out the massive explosions. Make sure you don't get caught up in your own blasts though!*

▲ *Pick up this flame icon to give the bombs more explosive power.*

▲ *Later levels feature more than one baddie to dispose of, which makes it tough going at times.*

▲ *The graphics (especially through the Super Game Boy) are most impressive for the dinky Nintendo Handheld.*

◀ *To progress to the next level opponents have to be beaten by two games to one.*



▲ *Icons are found by blasting the scenery. These bomb icons give your characters more bombs, unsurprisingly.*

▲ *As in the first game this death head symbol should be avoided, it nearly always results in something nasty happening to your character.*

OTHER VERSIONS

The original, and some would argue (cos they're like that), the best version of this awesome game. Most essential.

PC ENGINE
● ISSUE 112 ● 93%

● **GAME BY** HUDSON SOFT ● **CONTACT** VIRGIN (081-960 2255) FOR INFORMATION

Plug your Game Boy games into a SUPER GAME BOY and there'll always be SOMETHING ROTTEN ON TV

Sick of seeing the same old faces on TV all the time? Well, have we got news for you. With a Super Game Boy from Nintendo, you can play all your Game Boy games in colour, on your TV.

You can play all your old games and a whole load of new ones too, like Donkey Kong with enhanced colour features.

Just slot any Game Boy game into the Super Game Boy cartridge, slot the lot into your SNES and Bang! there you have it: instant big screen Game Boy action.

You've got really wicked graphics. You've got really kicking sound.

You've got 256 colours to choose from.

You've even got nine pre-set screen frames, or you can create your own with the Super Game Boy paintbox feature.

What's more, you've got the lot for only £49.99.

So if you want to see all your favourite Game Boy rotters showing their true colours, you know what to get plugged into.

Much more than a handful

Nintendo

WORK IN PROGRESS

FIFA SOCCER

■ 3DO

■ FOOTBALL SIMULATION

■ £UNCONFIRMED ■ OUT NOVEMBER

■ SNES, MEGA DRIVE, MEGA-CD AND PC ALSO AVAILABLE

■ AMIGA VERSION PLANNED

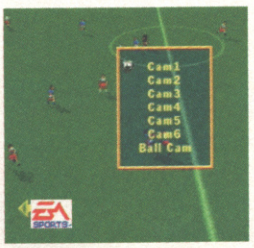
FIFA hasn't changed much during its various multiformat incarnations but for the 3DO conversion EA has opted to do something quite special...

So, you've bought a crisp, new 3DO and now you're after the kind of games that will make your mates' 16-bit machines look positively low tech. Ideally, you might want a game which is a much improved version of one already out on other formats, so that the difference is startingly obvious – and FIFA on 3DO certainly looks like it's going to be the perfect example.

As is blatantly obvious from our FIFA 3DO pictures, the machine's graphical capabilities are stunning. Each player even has an animated shadow which changes position according to your viewpoint. The latter is the most impressive aspect of this latest conversion: EA has dropped the fixed viewpoint and given you the chance to play from practically any angle – even from the player's eye view!

You'll also get support for up to six simultaneous players through linked control pads, and there's some nice touches in there too like FMV clips of famous football moments. You can also expect more intelligent players and improved sound to round off what is looking like a most excellent package.

▲ *What you can't appreciate here is the superb use of sound in this game. The excitement of the crowd's cheers changes according to the action on the pitch.*



▲ *The camera views are accessed via a pop-up screen and you get seven perspectives. EA is also planning to incorporate a method by which you can define your own view point.*

▲ *It's great to be able to see the goal you're shooting at from a distance. This is our favourite viewpoint for comfortable playing.*

▲ *Here's the best looking perspective (down on the pitch), but it's the hardest to play with we think.*

▲ *With the FMV clips you are treated to famous moments in football history.*

● **GAME BY** ELECTRONIC ARTS ● **CONTACT** EA (0753 549442) FOR INFORMATION

▲ The computer controls the goalie so it's no surprise that the players don't look impressed with his performance.

▲ Seven camera views are accessed via a pop-up screen. EA is also planning to incorporate a method by which you can define your own view point.

▲ Pitch coverage is defined in a similar way to the formation selection, but with a movable arrow showing the effect on the pitch.

◀ You can choose where to place your goal kick and decide if you want to control the goalie yourself or have the console do it.

START-UP

The intro sequence is smart as usual. The camera sweeps through this corridor taking you to the options screen.

3D FOOTIE FOR 3DO

IQ JUST 4U

One of the major improvements EA has made to FIFA is the player intelligence. The artificial intelligence for the 3DO is based on the Sega version of FIFA but headers, volleys and general tackling by the opposition has been improved so that they have quicker reactions to your tactics. Certainly, in the version that we previewed few of the players seemed to be just standing around doing nothing as they sometimes did in the other versions.

▲ Not five as on the SNES, but six players can join in simultaneously to play this version of FIFA on the 3DO.

▲ While you select your formations you can actually see the real line-up appear on the pitch which is much better than just seeing your players' numbers.

OTHER VERSIONS

All other versions of FIFA play the same as the 3DO version. The differences, however, are in the graphics: no animated shadows and just one fixed viewpoint.

SNES
● ISSUE 151 ● 90%

MEGA DRIVE
● ISSUE 145 ● 92%

PC
● ISSUE 154 ● 89%

● THE MEGA DRIVE VERSION OF FIFA SOCCER TOPPED THE SOFTWARE CHARTS TWICE, ONCE WHEN IT WAS FIRST RELEASED – AND IT SUBSEQUENTLY SOLD OUT – AND SECONDLY WHEN IT WAS RELEASED ALONGSIDE THE SNES VERSION

WORK IN PROGRESS

NOVASTORM

■ PC-CD
■ SHOOT-'EM-UP
■ £39.99 ■ OUT NOVEMBER
■ FM TOWNS MARTY VERSION AVAILABLE
■ MEGA-CD VERSION PLANNED

Seat belts fastened? It's time to take a fantasy flight...

If ever there was a game that looked great but played like a corpse it was Microcosm. So the fact that Novastorm is the sequel should be worrying; Novastorm, however, appears to be everything Microcosm aspired to. Once again there's superb rendered scenery, a central sprite with, at this stage, no control over your flight paths – but Novastorm seems like it's classier to play, with six levels of intense shoot-'em-up action and gobsmacking bosses providing a genuine challenge.

What really makes this game work however, is the inclusion of sprite collision against the scenery (which was missing from Microcosm), so no more hiding from the enemy in the corner of the screen. And if you're worried about the technical demands, don't: Novastorm plays smoothly even from a single speed CD drive.

▲ Here's an example of the quality of bosses you encounter. The animations are particularly creative.

Unlike Microcosm ▶ here you can actually crash into the backdrops, making the action more intense.

WORK IN PROGRESS

ECSTATICA

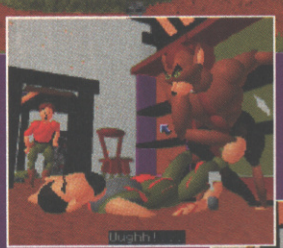
■ PC-CD
■ ADVENTURE
■ £UNCONFIRMED
■ OUT AUTUMN
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

Psygnosis has come up with something not visually dissimilar to Infogrames' Alone in The Dark. But looks aren't everything...

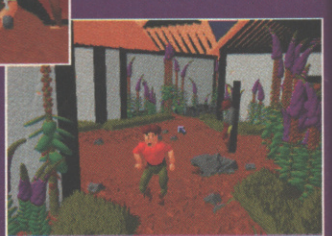
You're possessed. Actually it's not you but a mate of yours who in Psygnosis' Ecstatica is possessed by a foreign entity. Your job is to get rid of this entity bloke who is making your friend's worst nightmares a reality. But enough of the plot; this is a beat-'em-up, set in a real-time 3D village that is infested with some monsters whose demise is your mission.

Accompanying the beat-'em-up element will be linear puzzles of the collect A and use on B variety. To gain extra powers you'll also be able to cast spells and gather weapons, so prepare for some really blood-splatting fights! In many ways Ecstatica IS Alone in The Dark. We reckon the animation is slightly better in Ecstatica though, as Psygnosis has used spheres rather than vectors to generate the characters for a much smoother effect.

This game features quirky camera angles made famous by Alone in The Dark – but they're not as imaginatively used in Ecstatica.



◀ In general, all opponents give chase until you kill them, so it's best to kill enemies as soon as you find them.



There's loads of blood in this game, and in some parts the scenery will also kill you. Spiked gates are particularly dangerous. ▶

● BOTH GAMES BY PSYGNOSIS ● CONTACT PSYGNOSIS (051-709 5755) FOR INFORMATION ● GAME SIZE: ONE CD

You only get a one-player mode in this game.

As effective as your weapon is there doesn't appear to be any way to power-up to better weapons.

◀ Opposing fire comes at you thick and fast but it's not always easy to spot since there's a blind spot directly in front of your ship. Just keep moving.

OTHER VERSIONS

Novastorm was originally designed for the Marty console (itself PC based) and apart from a bigger play area it's no different. Novastorm is entitled Scavenger 4 on the Marty.

FM TOWNS MARTY
● ISSUE 150 ● 88%

▲ The village is full of huts which need to be explored for the chance to meet someone helpful.

▲ The graphics in Ecstatica have an almost ray-traced look to them with fast animation too.

▲ You can play as either a male or female character in the game, but there's no major advantage to being either sex.

COMING SOON

PC/CD
■ **Alone in the Dark**
■ **Infogrames**
This time round this trend-setting game enters the Wild West for its setting and promises to make better use of camera angles with zooms and panning.
■ EXPECTED RELEASE: JANUARY

OUTNOW ON CARTRIDGE

Don't get cart out – here's what we recommend you buy on console at the moment.

MORTAL KOMBAT II / SNES / MEGA DRIVE / ACCLAIM
PRICE: £TBA

What more is there to say? The best beat-'em-up at the moment with stunning visuals and more moves than a 70s disco. Superb stuff.
Issue 154: SNES 96%/MD 97%

WOLFENSTEIN / JAGUAR/ ATARI
PRICE: £55

Essentially this is the PC version with the graphics on the nasty Nazis jazzed up. This original Doom-style player is also incredibly quick on the Jag, perhaps too quick, but that doesn't deter from the great fun to be had running around a big maze killing nasties.
■ Issue 154: 77%

KIKIKAIKAI 2 / SNES / NATSUME
PRICE: £74.99

We could have just called it Pocky & Rocky 2, but that doesn't sound as much fun. But this is an excellent sequel which is only marred by slow-down in places.
■ Issue 154: 84%

SUPER STREETFIGHTER II / MEGA DRIVE / SNES / CAPCOM
PRICE: £79.99

Apart from the disappointment factor caused by this not being the Turbo X version, this is still a good game – providing you haven't shelled out for other versions. If you have, there aren't enough new features to warrant buying this.
■ Issue 153: MD 88% SNES 90%

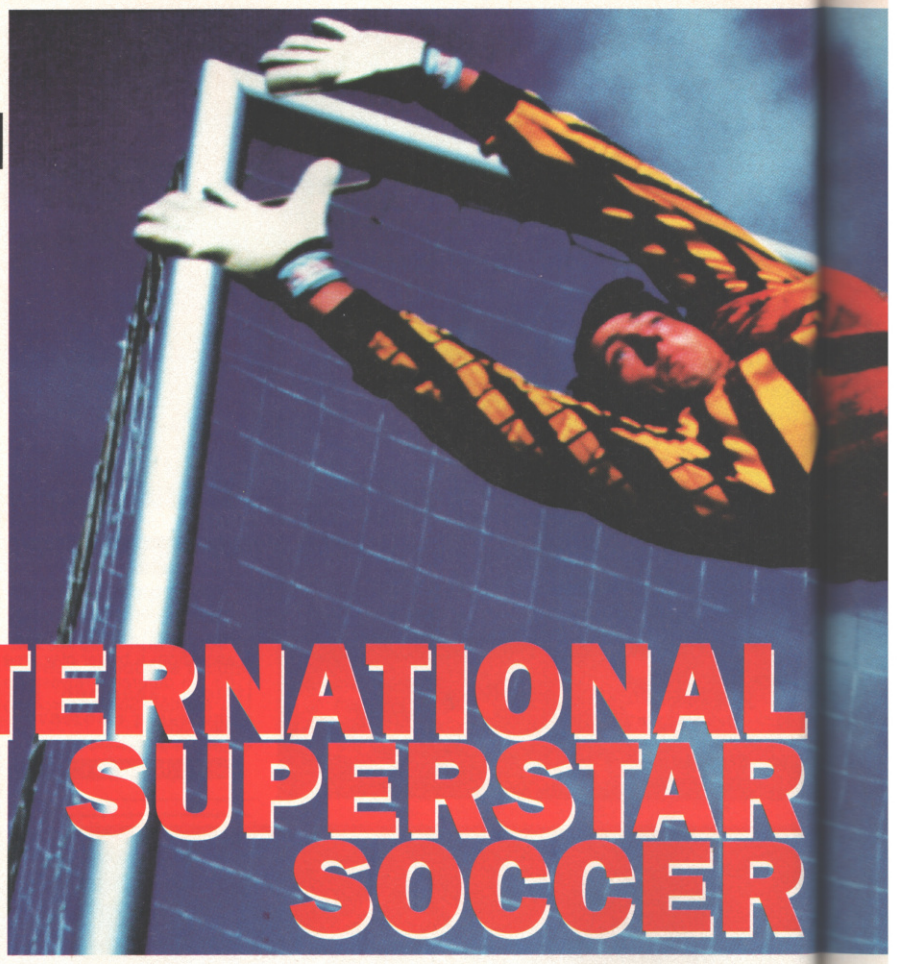
AVOID

A cartridge calamity and no mistake missus...

FIGHTER'S HISTORY / SNES / NINTENDO /
PRICE: £49.99

To compete in the beat-'em-up market these days you need to be good. This isn't. A few good ideas are completely ruined by sluggish controls and sloppy gameplay.
■ Issue 154: 51%

WORK IN PROGRESS



INTERNATIONAL SUPERSTAR SOCCER

■ SNES
■ SPORTS
■ £54.99 ■ OUT JANUARY

■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

Sensi has ruled computer soccer for a long time, but Konami now has a formidable challenger which is set to change the face of football games as we know them...

It's easy for us to get sniffy about Japanese football. But there's more to it than just a retirement home for elderly ex-European internationals. In fact there's now just one less Japanese player in Italy's Serie-A than English, which makes, er, one. Doesn't say much for us, really. Whatever, one thing's for certain, though, they now know enough about the world's greatest game to offer us a football sim that looks capable of kicking all-comers out of the park.

You can tell right from the kick off that the programmers are either major football freaks or they've done their homework very well. If you've ever gone down to the park to partake in a game of footie you'll be stunned by how close to the real thing Superstar Soccer is. Whether your tactics are to concentrate on bringing full backs down the wings; flicking the ball into the penalty area or just football-nullifying long balls straight up the middle, the decision is yours, but you'll be amazed how easily they can be executed.

So is this going to ring the death bell for traditional, unrealistic but fun football games? Well it certainly looks like it. There aren't any revolutionary features in ISS, it's just a perfect balance between ideas and execution.

Keeping your players in one piece is a major factor in the game. Injuries are common place, especially in two-player games where the sliding tackles really fly. However, the refs are a sensible bunch in the this game, and are quite happy to ignore any play-acting providing you get to the ball first.

Just like real life, the goalie bosses the defenders around – he's not so clever when he makes a mistake though.

▲ *Now we're not saying anything, but look, that's clearly a dive from the German forward. Wonder who it could be?*

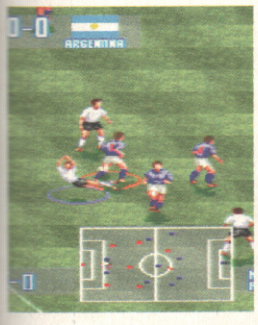
Before the game the ref tosses a coin to decide who gets to kick off and who gets to choose the goals. ▶

● **GAME BY** KONAMI ● **CONTACT** KONAMI (0895 853000) FOR INFORMATION

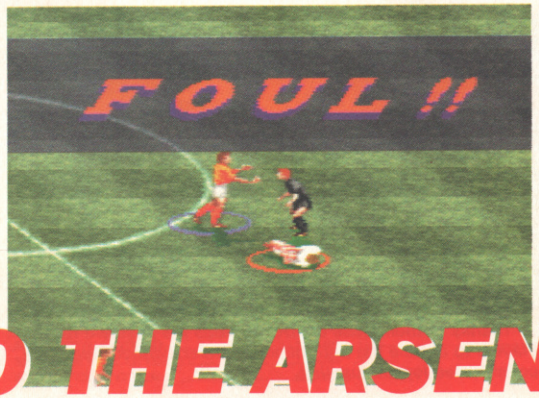
▲ Weather also plays a major part, with snow, wind and rain making life difficult for the players.

▲ This is one of the few football games we've come across where you can play a proper passing game.

▲ If you go for a short throw-in it's odds-on to end up at the feet of one your players. Try a long-throw special and more often than not it's intercepted by an opposing defender.



▲ The animation is the most realistic we've encountered in any football game. The way the players move is utterly fab, especially when they've taken a studs-up tackle in the shins.



Fouls are particularly lethal in this game, resulting in major injuries as well as flurries of red and yellow cards. ▶

PENALTY!

If a match ends in a draw, or your striker is unfairly hacked down inside the box, the view changes and it's time to stroke home the perfect penalty – or a Waddle-esque spoon into row Z.

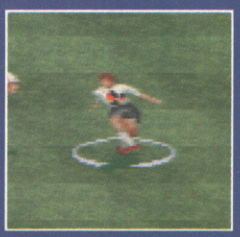
1-0 TO THE ARSENAL

● ARSENAL REALLY ARE THE GREATEST FOOTBALL TEAM HAVING SPENT LONGER IN THE TOP DIVISION THAN ANY OTHER SIDE – SINCE 1919 IN FACT, WHICH IS PRETTY GOOD. AND WE'LL WIN THE LEAGUE THIS YEAR TOO – MARK

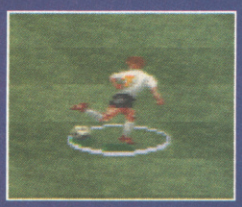
CAN HE KICK IT?

Yes he can. The players in ISS have an excellent array of moves, which are for more than just show.

▲ *Diving Header – dare-devil head-first leap. Looks good, but it is hard to time.*

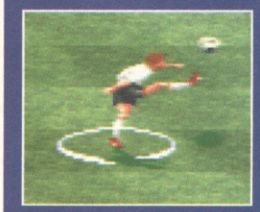


▲ *Pass – often lacking in the English game, but there's no shortage of fluid passing play here.*



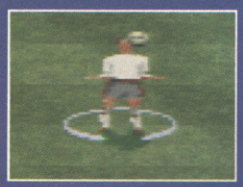
▲ *Flick – Off the heel, over the head then run on for the half volley. Classic Brazilian stuff.*

▲ *Shot – Power the ball in from anywhere on the pitch, the goalies aren't suckers though.*



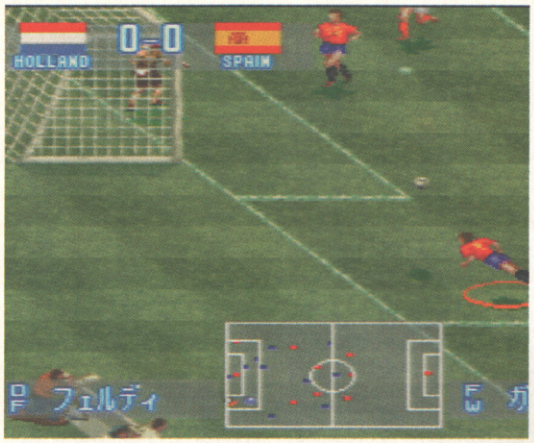
▲ *Punt straightforward hoof it up the field.*

▲ *Back Heel – flick the ball backwards to a waiting player.*



◀ *Chest – kill the ball dead by simply taking it on your chest, this releases a forward with a Stefan Schwartz-ish pin-point pass.*

One–Two just incorporated, allows players to execute neat one-touch passes. ◀



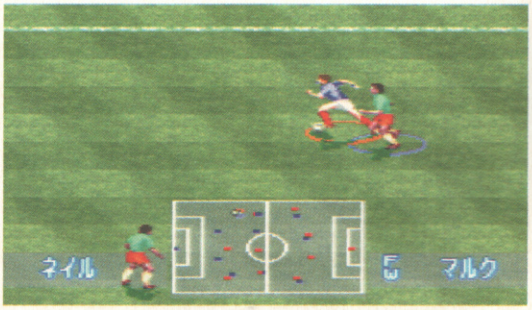
◀ *Scoring is amazingly realistic. Put the ball in the back of the net in any number of ways – lobbing, heading, dribbling, volleying or just blasting it from a free kick. It's challenging too, as the 'keepers are prepared to come out and grab the ball from your feet.*

▲ *There's nothing stopping you going in studs-up then blaming it on being flamboyant and French.*

▲ *The goalies are a brave lot in this game, willing to risk life, limb and their front teeth by diving at the feet of on-coming players.*

▲ *Although they hadn't been included in the version we saw, many of the teams will feature recognisable players such as Columbia's Carlos Valderrama – complete with giant yellow afro.*

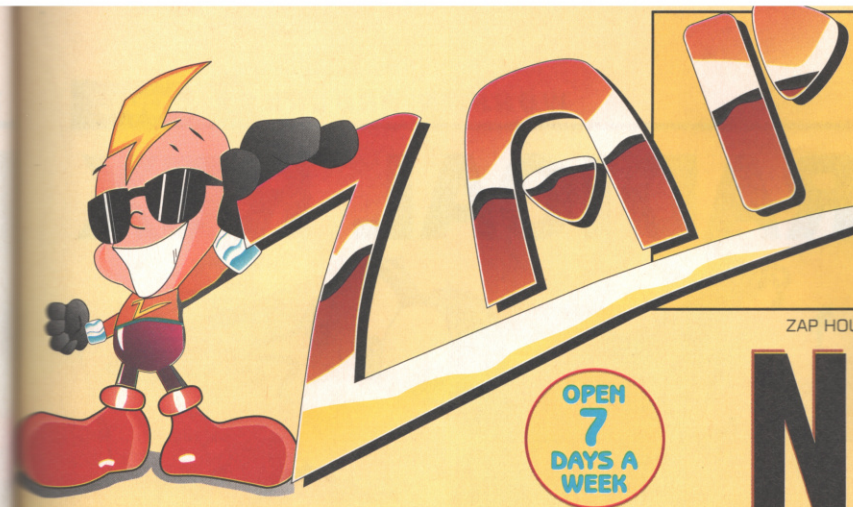
▲ *Nice guys will just make a tackle by intercepting the ball with their boots, but hardened pros will always go for the ankles.*



▲ *Thanks to their close control abilities it's possible for players to dribble the ball round defenders without requiring complicated joypad juggling.*

▲ *The amount of different moves the players have is staggering, this guy for instance has just collected a throw-in rather neatly on his knee.*

● SUPERSTAR SOCCER'S SOUND IS As GOOD AS THE GRAPHICS, WITH LOADS OF SAMPLED SPEECH AND SOME OF THE BEST CROWD EFFECTS HEARD IN ANY FOOTY GAME



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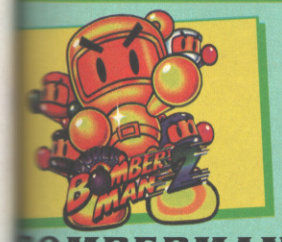

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WORK IN PROGRESS

RADICAL REX

■ MEGA DRIVE
■ PLATFORM
■ £39.99 ■ OUT NOVEMBER
■ NO OTHER VERSIONS AVAILABLE
■ MEGA-CD AND SNES VERSIONS PLANNED

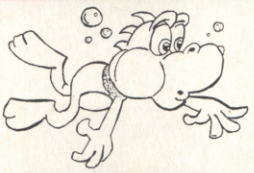
Shred on up for the skateboarding antics of Radical Rex – the dino who's too hip to be extinct...

Activision is applying the cute factor in large measures in its bid to win you over with their latest platform character – a skateboarding dino dude. The eponymous Rex can use his board to whiz along ramps and leap over nasties in a shamelessly Sonic-type of way.

A skateboard isn't well suited to all prehistoric terrains though, so Rex can switch to walking when caution is needed, which gives the game an explorative element. You can opt to find the exit straight away or stay and hunt out goodies and bonus levels. For defence, Rex can roast his opponents with his firey breath and he's mastered lethal karate kicks, but for the ultimate in offence go scare those foes with Rex's mighty roar.

▲ Bad breath eh Rex? Still, it's great if you want to toast an evil dino. Burn them then kick them before they regain consiousness.

▲ Reaching new platforms can be tricky if you can't locate these bouncy plants.



▲ The skateboard is great for getting around quickly. Apart from riding the board Rex can also kick it into opponents to inflict even more damage.

▲ Although Rex can swim well, he can't hold his breath for long – unless you've collected Air Bubble Fossil tokens first.

▲ Collect 80 eggs to enter the bonus world. To track these down you've got to leave your board and start exploring the levels.

DINO BABES

1. Out to find his girl, nothing can stop Rex.

2. Across many terrains the action is platformish.

3. Go too fast on the board and it's wipe out.

4. At last, Rexanne! Rex exclaims a roar of joy.

● GAME BY ACTIVISION. ● CONTACT ACTIVISION (0295 252524) FOR INFORMATION. ● 8 MEG CART.

Follow the NINTENDO code.

The rules of the road have just been torn up and rewritten. Stunt Race FX takes the race game, speeds it up and bashes it about. No other cars look like this or drive like this. With four different viewpoints you can get behind, on top, or in front of the wheel. Or even outside the car. Whichever way you look at it, with the FX chip the action moves a damn sight quicker. Race against yourself, the computer or, with the split screen option, against a mate – loggerhead to loggerhead. With four vehicles, twelve courses and 3D graphics you'll have to go a long way to beat it.

Out on SNES. Price £49.99.

Nintendo

WORK IN PROGRESS

MICRO MACHINES 2

■ MEGA DRIVE
■ DRIVING
■ £UNCONFIRMED
■ OUT OCTOBER
■ NO OTHER VERSIONS AVAILABLE
■ SNES, AMIGA, PC AND GAME GEAR PLANNED

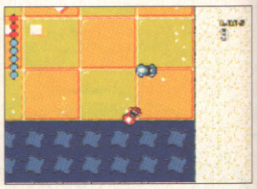
Codemasters fine tunes its Micro Machines game engine for a sequel to its best game yet...

The original Micro Machines was one of the best examples of why graphics aren't important compared to captivating gameplay. Now the sequel is approa-ching completion, the first thing that springs to everyone's mind is what improvements could be possibly be added?

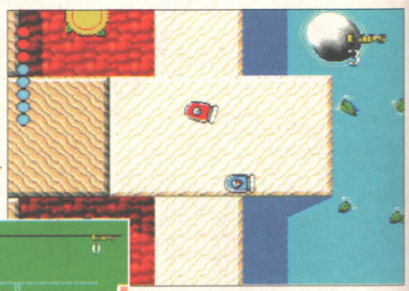
For a start there are 16 new vehicles to choose from and 54 different courses to race around, made up from 16 different environments. The courses will include such delights as treehouses, garden ponds, pinball and pool tables and cellars and attics. There will also be be a feature letting you race Mini and Ultra-Micro cars which leads to brilliant overhead levels reminiscent of Super Sprint. Like the Codies last game Pete Sampras Tennis it will come on a J-Cart game, for four player fun without the need for a multiplayer adaptor. It looks like a surefire winner, look out for the review real soon.

▲ A large variety of cars and other types of vehicle await you over the 50 or so different courses.

▲ Try to get ahead as quickly as possible, it can get congested otherwise.


▲ Some of the corners are very sharp, and it'll be a case of learning where they are if you want to avoid dropping over.

▲ Pointless but fun, you can now beep your opponent with a horn!


▲ Micro Machines 2 is full of neat ideas. To get past this water you have to get on a sponge and once on it you can attempt to knock your rival into the water!

▲ The favourite characters from the original return, but they've been developed and incorporate new moves and storylines.

▲ Graphics weren't the strongest point in the original game but they've been extensively improved for the sequel.

▲ It's not just a case of avoiding the edges of the track anymore, instead there will be moving hazards to test your driving skills, such as this revolving corn on the cob.

ALTERNATIVE

GAME GEAR
■ Micro Machines
■ Codemasters/£27.99
Every version of the original Micro Machines is a winner but this one deserves particular praise for the fact that you can have a two player game on one Game Gear.
■ ISSUE 148: 89%

● GAME BY CODEMASTERS ● CONTACT CODEMASTERS (0926 814132) FOR MORE INFORMATION

WORK IN PROGRESS

PSYCHO PINBALL

MEGA DRIVE
PINBALL SIMULATION
£UNCONFIRMED
OUT OCTOBER

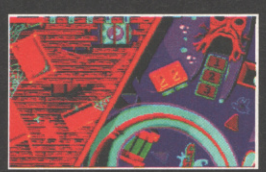
NO OTHER VERSIONS AVAILABLE
NO OTHER VERSIONS PLANNED

He's psycho, is mad about pinball and writes incredibly tenuous intros, Rik Skews seems ideal to check out the Codies' newie...

As is vogue in modern pinball games, Psycho Pinball will have more than one table, with themes including Fairground, Wild West, Undersea and Ghost House. There'll also be five panel games which take place in the LCD display at the top of the screen, plus four hidden bonus arcade games which, like the other tables, are reached by hitting switches in the right order on the Fairground table. According to the people at Codemasters, the game will have the most realistic ball routines yet written. Add to that a simultaneous two-player option and 12 different pinball table surfaces and Psycho Pinball looks like it's going to be a winner.

You can see for yourself when we fill it with all our loose change next issue.

The LCD screens at the top of the table will feature a total of five bonus games including this blackjack game. I hope you're not as crap at cards as me!



Some Mega Drive games have had pretty average graphics of late, but not Psycho Pinball which features some of the best I've seen on the Mega Drive for some time.

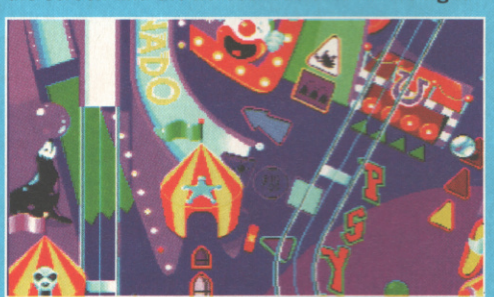
Another of the bonus games involves the ball having to bust out of this Wild West jail.

Psycho Pinball is the first computer pinball game to utilise the popular arcade multiball feature, until Pinball Illusions hits the Amiga and PC anyway.

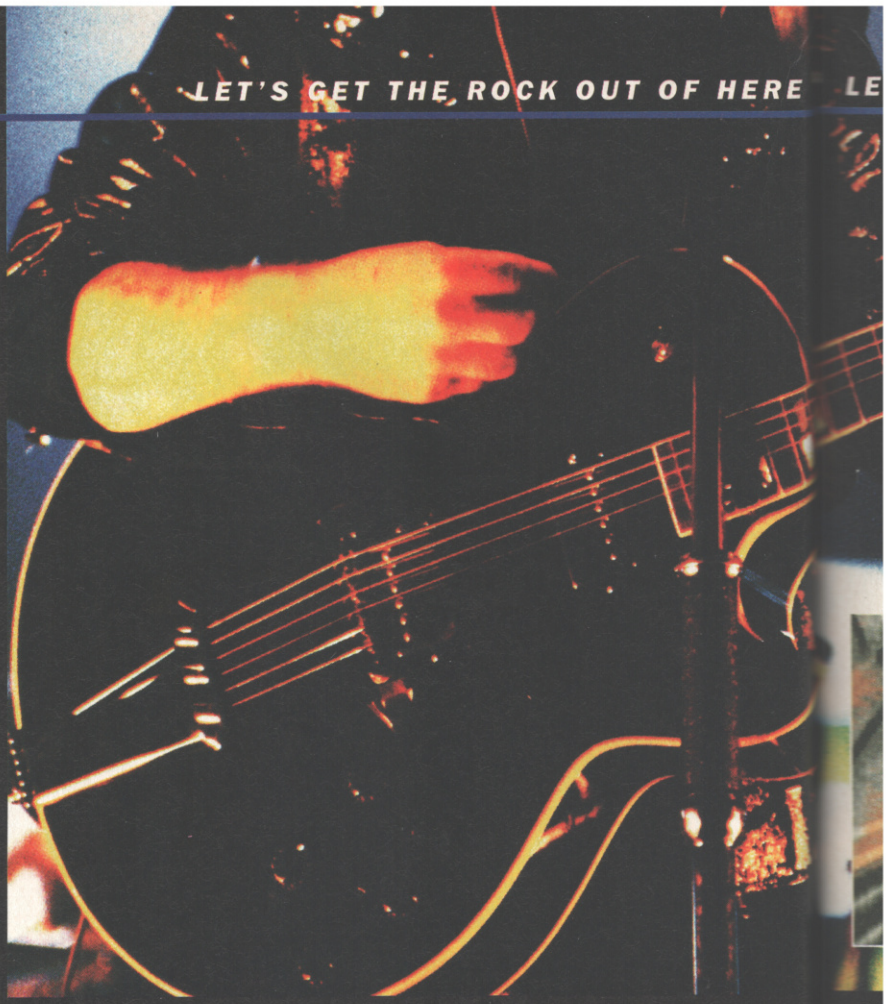
The different tables will be up to two screens long and will each feature more than one set of flippers.

THEME PARK

Only the Fairground level is accessible at the start of the game. The other tables are reached by hitting switches and bouncers in the right order. For instance the Wild West table is reached by hitting the bullets at the bottom of the screen and the horseshoes over on the right.



WORK IN PROGRESS



- PC CD-ROM
- ACTION/ADVENTURE
- £39.99 ■ OUT NOVEMBER
- NO OTHER VERSIONS AVAILABLE
- 3DO VERSION PLANNED

Who'd be a rock star, eh? The women, the drink, the money, oh yeah, and the music. It sounds like the cue for Elite's latest CD

VIRTUOSO

If rock stars think they've got it tough when it comes to being recognised on the streets at the moment, wait until they hit the future. In Elite's happenin' 21st century world, any music star casually strolling the streets is more likely to be shot than to be asked for their autograph. So instead they can retreat to their very own virtual world, as has your character in this innovative action adventure.

Being a virtual reality kinda thing, the graphics are viewed from the first person but unlike games such as Doom, you see the whole of your character on screen, rather than just his arms. The result is bizarre, but effective. The bulk of the graphics are generated using texture mapping, where digitised or drawn images are wrapped around polygon or sprite-based objects. This is something the 3DO is particularly good at, being able to move texture-mapped objects at high speeds. What's also significant is the fact that this is a genuine cross-format product. Because the PC CD-ROM and 3DO have a similar performance spec in many ways, it's not too difficult to convert games between the two machines. Which makes developing for the 3DO a more attractive proposition for companies, and that's a Very Good Thing.

This guy may be all head and no body, but you've got better hair and a fully-loaded shotgun which would be a distinct advantage if there was no danger of your foe having laser-beam vision.

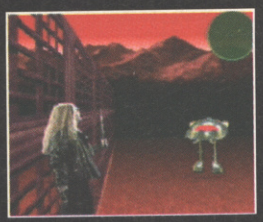
While the star of the game quite obviously worships at the alter of the god of Rrokk, we reckon Elite should've bunged Lemmy out of Motorhead a few quid and got him in as he's hard enough to take on the hordes of VR nasties empty-handed.

GUITAR HEROES

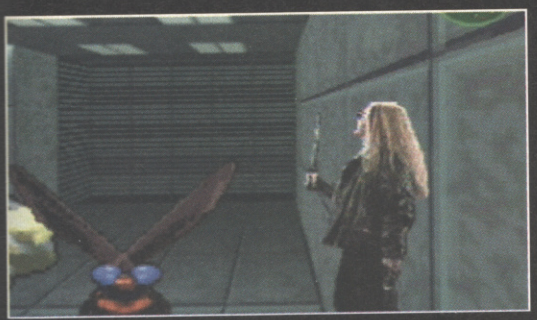
● **GAME BY** ELITE SYSTEMS ● **CONTACT** ELITE (0922 55852) FOR MORE INFORMATION

▲ There are four virtual worlds worlds, each containing at least eight missions, as well as innumerable aliens and pitfalls designed to kill your warrior of rock apocalypse.

▲ Although it looks like one, Virtuoso isn't an out-and-out shoot-'em-up. As well as having a great deal of exploring to do, there are also loads of puzzles to solve. So it's just as well your rock star isn't part of the usual space cadet brigade.



▲ Rushing head-long to attack an enemy robot might look cool, but it'll more often than not leave you with a smoking hole where your chest used to be. Instead the cautious approach must be adopted, letting you snap off pot-shots and avoid incoming fire at the same time.



▲ The scanner in the top-right of the screen shows anything which is moving in the surrounding area. One thing's for certain, they know exactly where you are.

▲ Despite being Aliens-esque, this is one of our favourite bits, with the nasties consisting of scurrying spiders and their equally foul chums.

◀ The action is cut with FMV clips which keep you up-to-date with the story line. Naturally, the action is accompanied with loads of rock tracks.

PHYSICAL GRAFFITI

The main character's movements comprise a serious of digitised stills and short movement clips. He can be manipulated like a sprite-character so there are no restrictions on gameplay. Any resemblance to Dave Stewart is entirely coincidental.

● **POP PICKERS**, THE ONLY OTHER GAMES WITH A MUSO THEME THAT WE RECALL ARE **GIVE MY REGARDS TO BROADSTREET** AND THE EQUALLY LAMENTABLE **MIKE REID'S POP QUIZ**, UNLESS YOU KNOW OF ANY OTHERS, THAT IS...

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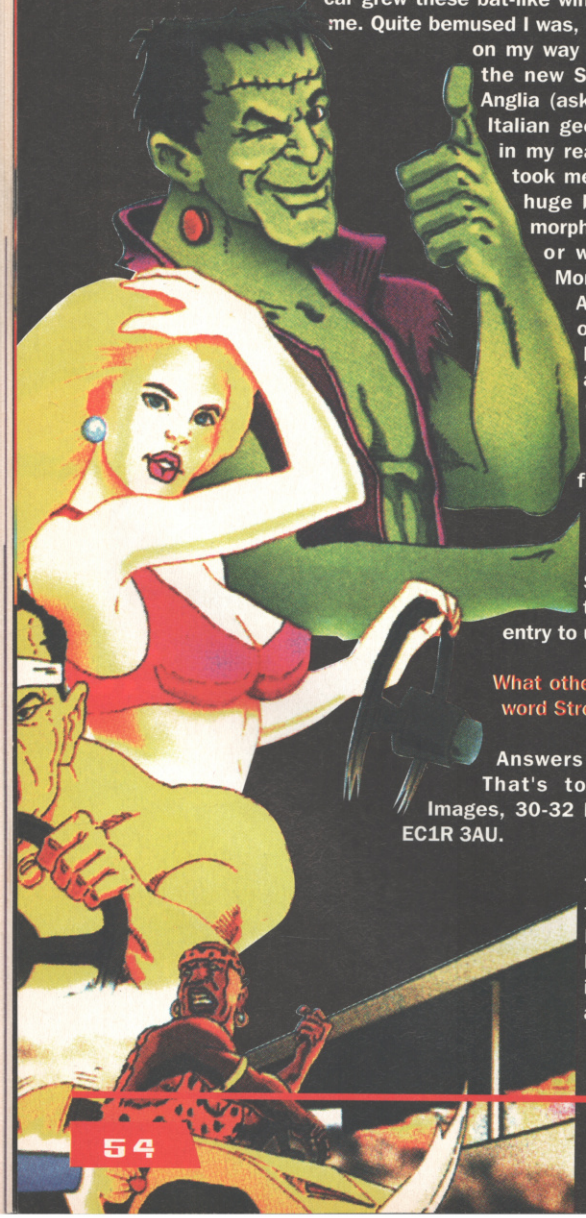
STREET RACER COMPO

15 MULTITAPS TO GIVE AWAY

Before we get on with the compo, a funny thing happened on the way to the CVG offices the other day...

"I was driving to work the other day when this green-headed, Frankenstein like bloke overtook me; but not in the conventional pull out into-the-opposite-lane-and-cut-me-up-so-that-I-have-to-brake-and-miss-the-lights-type way. Oh no, his car grew these bat-like wings and just flew straight over me. Quite bemused I was, but no sooner had I continued on my way to the CVG offices to deliver the new Street Racer cart in my Ford Anglia (ask your grandad) than a flashy Italian geezer appeared from nowhere in my rear-view mirror. He also overtook me by flumaxing me with these huge blaring speakers that metamorphosised out of his car. Spooky or what? Thank god it wasn't Mortal Kombat I was delivering."



Anyway enough of the exploits of the CVG delivery man as we have 15 multitaps to give away. And you'll need them if our preview of Street Racer (last issue) is anything to go by, it looks fab and it's the first four-player SNES racing game ever, sort of thing. And all you have to do to one of these multitaps for your SNES is answer this simpleton question and get your entry to us no later than 15 October.

What other recent SNES game has the word Street in the title?

Answers on a postcard to: Blimey! That's tough compo, CVG, Emap Images, 30-32 Farringdon Lane, Farringdon EC1R 3AU.

This competion is not open to employees of Emap Images, Ubi Soft or Vivid Image, the editor's decision is fatal and final and no cash alternative will offered.

WORK IN PROGRESS

ARMORED FIST

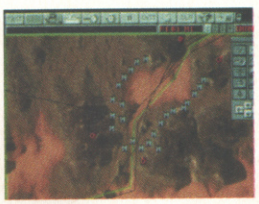
■ PC AND CD-ROM
■ COMBAT SIM
■ £ TO BE CONFIRMED
■ OUT SEPTEMBER
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

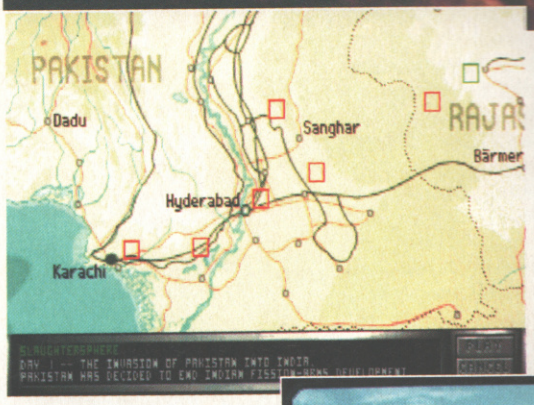
Novalogic has tried to predict where conflicts are going to occur in the future; they reckon there's going to be a bit of argy bargy down India way. ▼

Coming at you, metaphorically speaking, like an armoured fist is US-based Novalogic's tank game...

Marketing director, James Lamorticelli, is poring over the 3D rendered, animated intro to his latest charge, Armoured Fist, as he demos the game to CVG in Novalogic's London offices. Despite having been touring Europe, showing our continental friends the latest combat simulation game from the company behind the smash PC simulation, Commanche, he still watches the tank, 'copter and transluscent explosion infested intro with as much enthusiasm and glee as if it was the first time he saw it, and when you see Armored Fist you'll understand why that is.

Flash intros are all very well, but as Microcosm proved they mean Jack Poo if there's no game there. But Fist is shaping to be one very playable game. The game's set in the near future, and the hardware is both American and Russian with up to 40 missions, and a variety of terrain (from the forests of Europe to the deserts of the Middle East) and a mission editor which enables you to add that personal touch to your campaigns. Expect a full field report next month.





In the mission editor you yourself can determine the terrain in your missions, pop a tree in here a dug out there – the scenario's your ◀ oyster, so to speak.

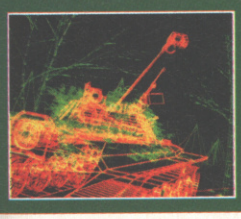
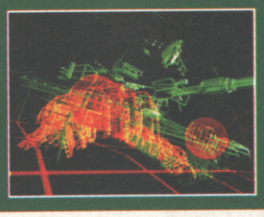
▲ The controls vary depending on what tank you're in, but it doesn't take you long to get accustomed to the differing systems.

▲ During missions you can switch between the various tanks in your tank platoon.

▲ The transluscent explosion was first created by the game's programmers, but the artists decided to pinch the effect to use in the rendered animations as well.

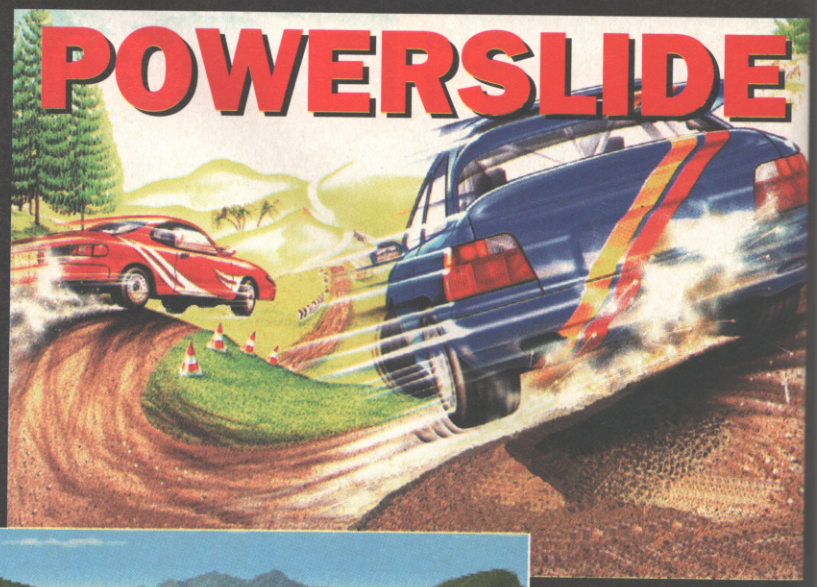
EVEN BETTER THAN THE REAL THING

There's over five minutes of quality 3D animation on the CD-ROM version (here's some wire-frame pics taken before the images were rendered) which are split up into small chunks that appear intermittently, not lumped all at the beginning.

WORK IN PROGRESS

POWERSLIDE



- PC
- SIMULATION
- £39.99 OUT NOVEMBER
- NO OTHER VERSIONS AVAILABLE
- SNES AND 3DO VERSIONS PLANNED

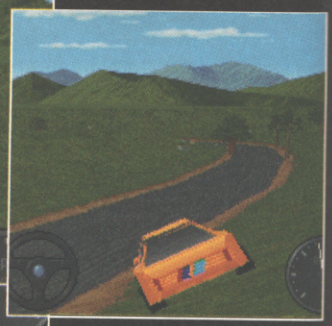
Driving sims which aren't set on race tracks are rare, but Elite reckons it's managed to come up with one that's unique...

Elite has set itself a heady objective with Powerslide – to make the most realistic driving simulation ever. It's no mean feat, but the software house seems to be going about it in the right way.

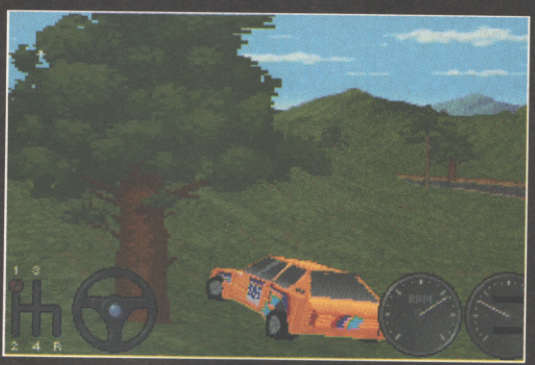
The company's combined the knowledge of its programmers with the expertise of one of Ford's motor sport computer simulation advisors – with fantastic results. It really looks as though Elite has reached its realism goal, all it needs to do now is make sure it's playable.

The motion modelling for the cars takes into account pitch, skew, slide and yaw – parameters more common in a flight simulator, with variations for terrain and the type of vehicle, as you get behind the wheel of front, rear and four wheel drive cars in many hostile conditions.

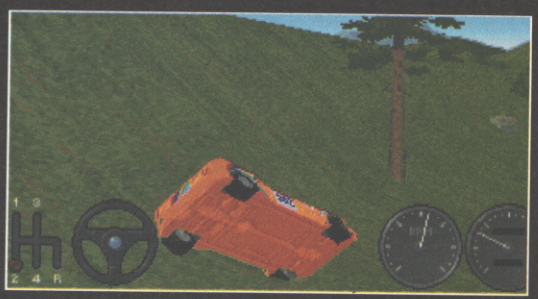
▲ *The sound effects are suitably meaty and realistic. They should be, as they've all been digitised from real rally cars.*



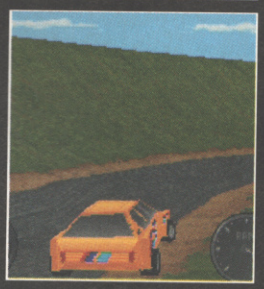
▲ *This is the kind of driving which won't only earn you points into double figures on your licence, but it is liable to leave your car burning on the road.*



▲ *It may be the rock stars' preferred choice, but parking your car up the side of a tree isn't a safe practice.*



▲ *The graphics are incredibly detailed throughout, such as the underside of this car, as the driver flips over after ignoring the important safety tips secreted in the other captions.*



Because of the realistic way the cars handle, taking corners too fast is very risky indeed – you're liable to end up upside down ▶

▲ *The finished game will feature a split-screen, two-player mode, where you can ram your opponent off the screen.*

▲ *To take your driving skills to the limit, courses vary from Welsh forests to Scandinavian glaciers.*

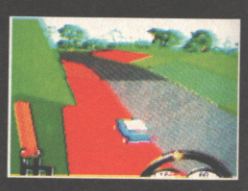
COMING SOON

SNES

- Powerslide
- Elite

Powerslide, when we previewed it in June it had an October release date, but now January looks more realistic. Still, it gives the programmers even more time to get the FX-chip powered game up to scratch, so there's no excuse if it's anything less than reet smart.

- EXPECTED RELEASE: JANUARY/FEBRUARY 1995



● GAME BY ELITE ● CONTACT ELITE (0922 55852) FOR MORE INFORMATION

WORK IN PROGRESS

SUPER DROP ZONE

■ SNES

■ SHOOT-'EM-UP

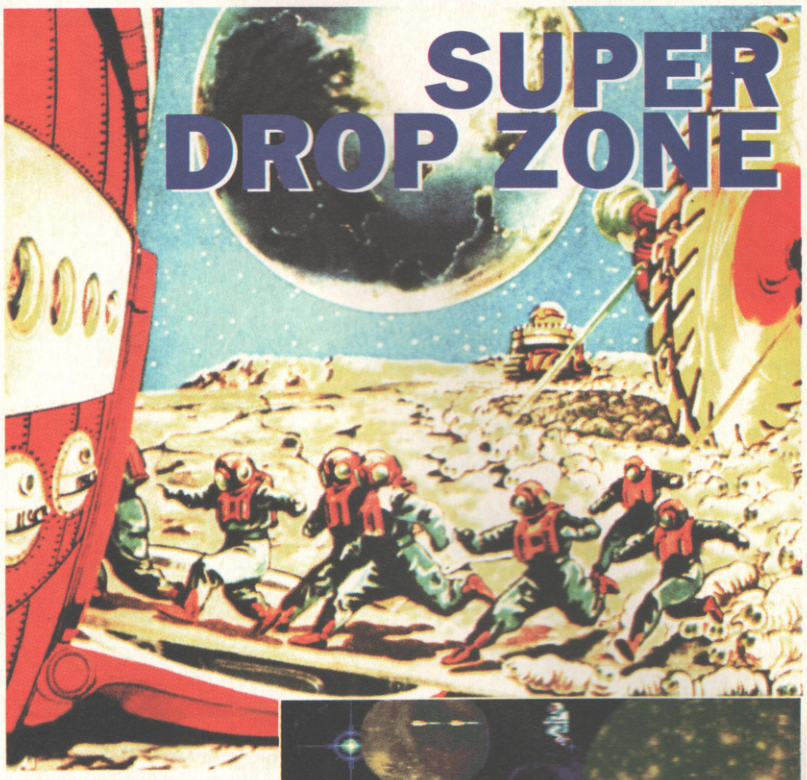
■ £UNCONFIRMED ■ OUT TBA

■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

Joining its peers Pacman and Space Invaders comes another formidable blast from the past...

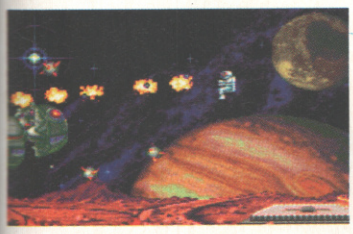
Revivals. David Bowie started them, Michael Jackson looks like he's attempting one at the mo, and even the videogames industry seems to be reviving some of its games from days gone by; souping-up and giving a Nineties feel to some seriously Eighties games.

Only some of our more chronically challenged readers will remember Drop Zone when it first appeared circa 1985 on the forbearer of the Amiga, the C64. Now, though, the game's veteran programmer, Archer Maclean, has teamed up with the Psygies to bring us a SNES version of the game. The gameplay will be the same: ie it's a left-and-right horizontal scrolling shoot-'em-up where you, as a diddy little spaceman, armed only with a jetpack and an upgradeable laser gun have to attempt five moon-based missions, recovering pods and repelling swarms of aliens and end-of-level baddies. The difference, though, will be the edge that the 16-Bit SNES can bring to the game, including some Mode-7 scrolling, some bigger and better weapons and bosses and digitised speech. Expect a full review to warp in next issue...

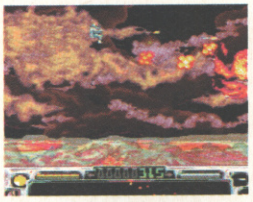


▲ *One of the things that makes this Drop Zone so Super is these ray-traced style backgrounds.*

▲ *The way to do well in Drop Zone, and indeed as seen here in Super Drop Zone, is watch your scanner at the bottom of the screen to see where your aliens are coming from.*

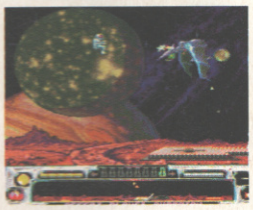


◀ *Plenty of new power-ups have been added, and not that you can hear it here, but there's a rather cracking new theme tune based on Holst's The Planets.*



▲ *And did we mention the rather spectacular backgrounds. Know I don't think we did, did we?*

▲ *If you like your end-of-level bosses big and beefy then this mother should keep you happy enough.*



▲ *Whether you remember Drop Zone on the C64, or even if you've bought the recent Game Gear version, the one thing you will notice when you play this is how much quicker the sprite scrolls along the screen.*

AIN'T IT PRURTY

Who says that flashy rendered intros are the domain of CD-ROM only. This stunning little prequel introduction is nicely done and sets the 16-bit version apart from the earlier games.

● GAME BY ARCHER MACLEAN ● CONTACT PSYGNOSIS (051-709 5755) FOR INFORMATION ● ORIGINAL GAME RELEASED IN 1985 FOR THE ATARI AND COMMODORE 64 COMPUTERS.

WORK IN PROGRESS

SYNDICATE

■ MEGA DRIVE/SNES
■ STRATEGY
■ £UNCONFIRMED
■ OUT NOVEMBER

■ AMIGA, PC, PC CD-ROM VERSIONS ALSO AVAILABLE
■ JAGUAR VERSION PLANNED

According to Bullfrog the world's set to be an even more violent place than it is already. Gulp...

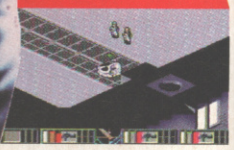
It's going to be out with the old and in with the new as Bullfrog has decided to design 50 new levels for the console versions of Syndicate. And heck, not content with that they've also designed 50 new cities to set them in.

If you're a real console addict and new to the game, here's what it's all about. Basically it's a grim, cyberpunk vision where future corporations have grown so big they've become countries in their own right. As head of one of the largest corporations your mission is to crush the other syndicates. This is achieved by taking brainwashed agents under your syndicate's command and sending them into enemy territory on missions. These tend to involve killing people important to the enemy, persuading them to join your corporation or destroying buildings or equipment. All good dirty fun basically.

■ SNES

▲ Bored with the hand gun? Then subject your population to heavier taxes and plough funds into arms research. Improved body parts for the agents can also be researched.

■ MEGA DRIVE

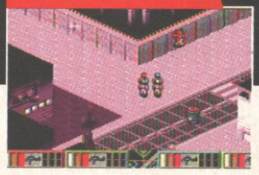


▲ Walking around can be quite slow and means agents are at the risk of being shot, so getting into cars is a good idea, it transports them quickly and offers good protection. If the car is destroyed it's likely that they'll all be done for though.

■ MEGA DRIVE

▲ We thought the intro was superbly programmed on the Amiga original, it looked like it was being streamed off CD. It's all the more amazing that the Mega Drive intro is a perfect conversion then.

■ MEGA DRIVE

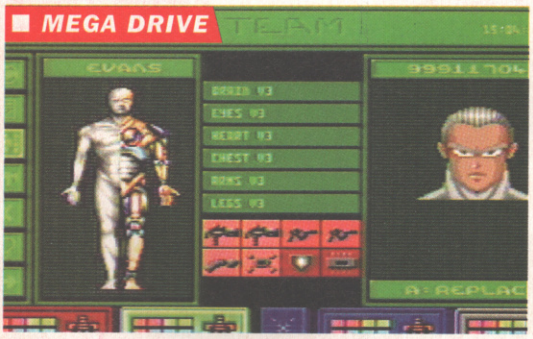


▲ It must be a difficult job converting the complexity and detail of the Amiga and PC versions down to console, but it looks like Bullfrog has done a sterling job however.

■ SNES

▲ Things can get confusing so the colour coded map at the bottom of the screen makes life easier. Everything has a colour: from the buildings to enemy agents, civilians and your agents.

■ MEGA DRIVE



■ SNES

▲ There's a number of agents to choose from, each with their own strengths, weaknesses and equipment. The latter can be changed to suit particular mission objectives or personal tastes though.

◀ Yeh, it's the gauss gun, maximum death and destruction. Watch out civilians, oops!

■ SNES

▲ When all else fails you can detonate the explosive which is contained in every cyborg's chest – killing him and everything else in the area.

COMING SOON

JAGUAR
■ Syndicate
■ Bullfrog

Expect nothing less than a perfect conversion. You can read more about it and take a look at exclusive screenshots in our Tekno supplement elsewhere this issue.

■ EXPECTED RELEASE: NOVEMBER

● GAME BY BULLFROG ● MEGA DRIVE GAME TO BE PUBLISHED BY ELECTRONIC ARTS, SNES GAME BY OCEAN ● CONTACT BULLFROG (0483 579399) FOR MORE INFORMATION

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CE

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WORK IN PROGRESS

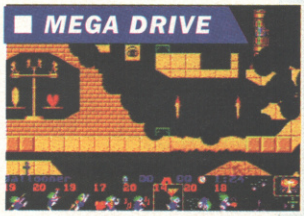
■ SNES/MEGA DRIVE
■ PLATFORM
■ £UNCONFIRMED ■ OUT NOV

■ AMIGA AND PC VERSIONS ALSO AVAILABLE
■ GAME BOY, GAME GEAR AND MASTER SYSTEM VERSIONS PLANNED

◀ The Armageddon feature is the same, that is if you want to quit a level you just click on the mushroom cloud and it's 'bye, bye lemmings'.

LEMMINGS 2: THE TRIBES

It's armageddon time for the lemmings as they blindly march on to two more formats.



The Lemmings still have a lot to answer for, even though it was over four years ago that they first screeched 'Oh No' on the Amiga. Back then it was the most original thing around and was probably responsible for getting more people interested in computer games than any version of Street Fighter.

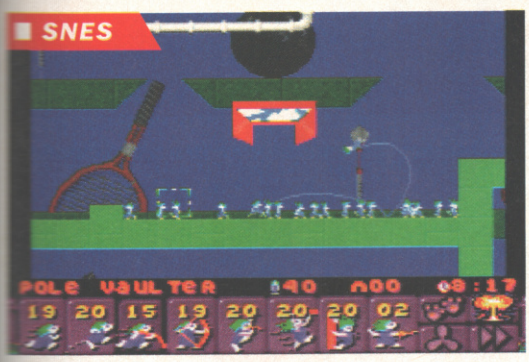
Now it's available for pretty well every format (and Lemms 3 is being readied for launch on floppy) Psygnosis is going to release Lemms 2 on to SNES and Mega Drive. The puzzle-solving format is the same as ever, but now there is an army of different lemmings (50 skills and six main types) who you have to guide through the 120 levels. As always, they'll sacrifice their lives for you.

▲ If the bashers and blockers in Lemms numero uno made you chuckle in amazement, then wait 'til you see what programming team DMA has come up with this time around. They're even funnier....

▲ No falling snow in the Mega Drive version, but you do get Penguins, which are always handy in the cold, you know with a cup of tea or something.

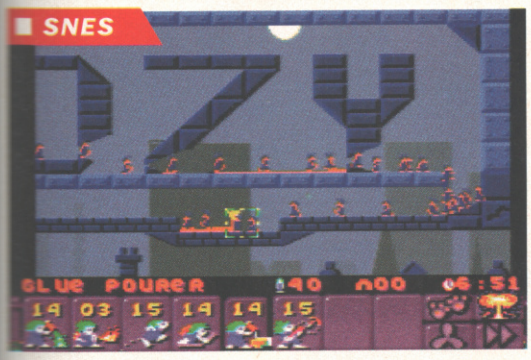
● GAME BY DMA ● CONTACT PSYGNOSIS (051 709 5755) FOR MORE INFORMATION

SNES

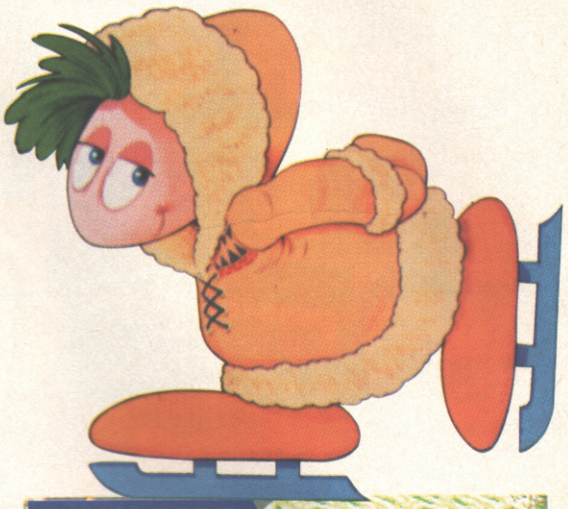


It's usually easy to tell what level you're on by the scenery and what your little tribe is doing. As they're pole vaulting one can probably assume that this is Poland...

SNES



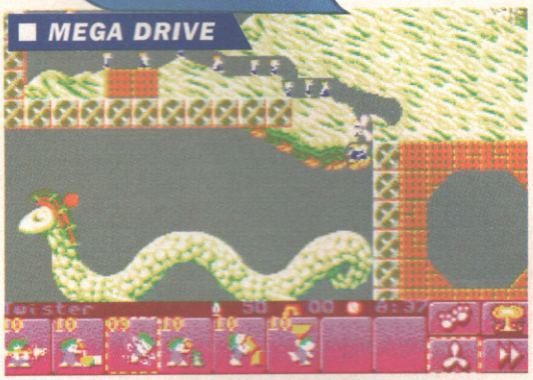
...and this is obviously Oz, and that lemming is filling that hole with all the sand he's brought back from the bush.



MEGA DRIVE

Take it easy with the beach tribe, here you have to avoid large clans of lairy 18-30 holidayers.

MEGA DRIVE



Here's Nessie, which can only mean one thing – you're on the Highland level with all your McLemmings.

DON'T FORGET TO TELL THEM ABOUT THE PLOT

Yes, it's version two and this time around we've got what's referred to in the literary world as a 'plot'. Now you thought that there was just one type of lemm, but oh no, just like us humes there are various different eponymous tribes, 12 in total, each of which possesses one part of a special talisman. And your job is to reunite them all so that they can piece together all the different segments and avert a major disaster occuring. Precisely what sort of disaster I don't know, but it's on a par with Germany winning the World Cup or Noel 'Blobby' Edmonds returning to your TV screens with another series.

MEGA DRIVE

You've got to have a deathwish to get on a magic carpet with a lemming.

SNES

Get your lemms aloft with the new ballooning feature, just one click and a burst of helium.

OH NO, HERE WE GO...

MEGA DRIVE

You can pick what lemms you think you're going to need to get through the level, and there's a plethora of new lemming skills available, including new sky-flying Super Lemming....

SNES

MEGA DRIVE

When you want your lemm to use his jetpack or parachute the fan comes in real handy to help the little fella along.

SNES

Unlike L1 you don't have to get a certain percentage of the little ones out to complete a level, instead you're awarded medals depending on how many you get out. But you've got to get a gold award on every level before you can actually complete the game.

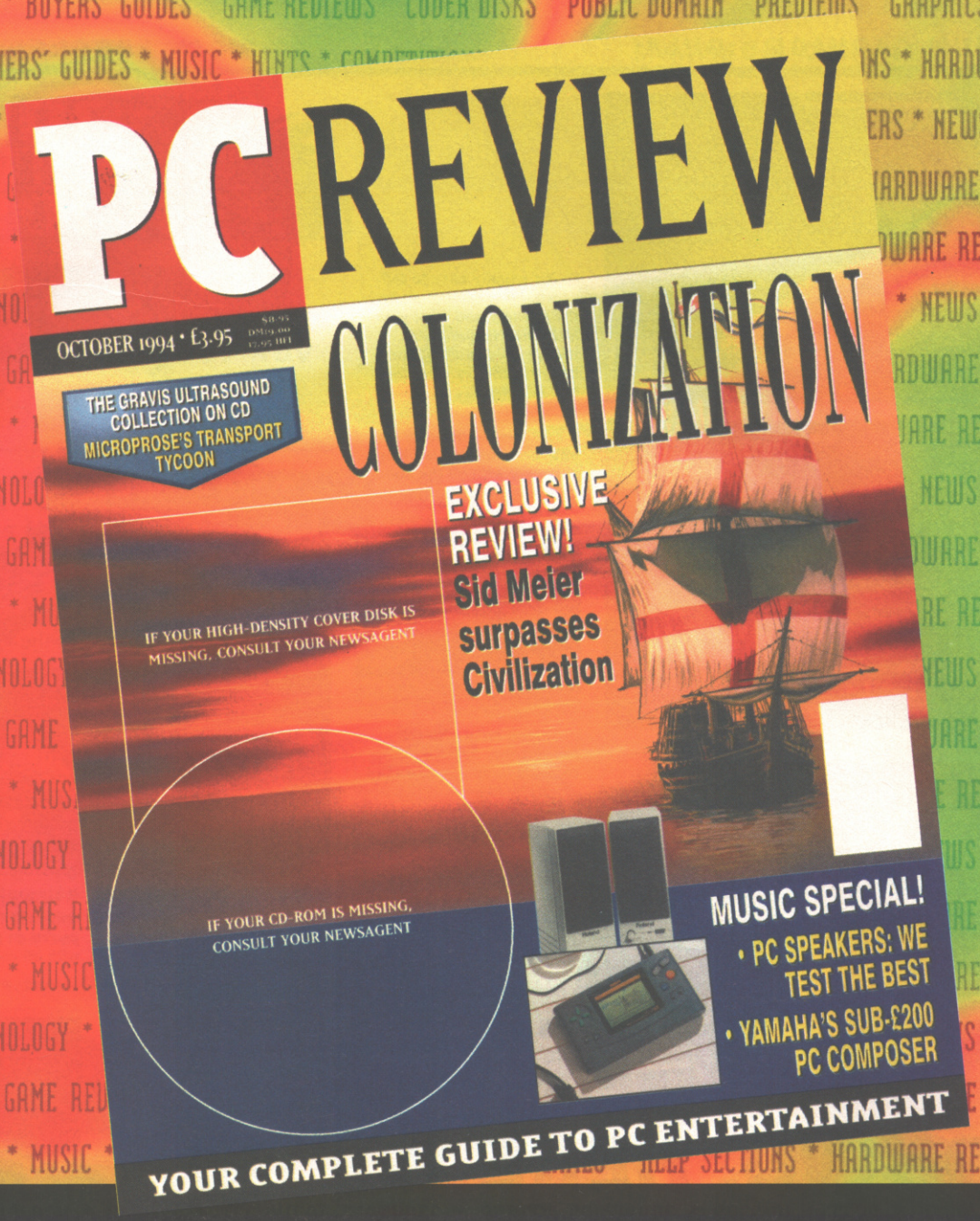
COMING SOON

MASTER SYSTEM/GAME GEAR/GAME BOY

- Lemming 2
- Psygnosis

No format escapes the Lemmings treatment. The only difference to the eight-bit games should be the number of Lemmings you have on screen at the same time. The number of levels should be pretty similar.

EXPECTED RELEASE: JANUARY 1995



IN THE OCTOBER ISSUE OF PC REVIEW...

Sid Meier's Colonization

It's been a long time but the follow-up to Civilization is HERE, and it's reviewed ONLY in PC Review!

PLUS

- Why buy a new PC when you can rent? It could work out more cheaply - we explain how.
- The future of sound: we look behind the scenes at Creative Technology, the people behind the Sound Blaster.
- Give your sound card the speakers it deserves - four sets of speakers reviewed and rated in our definitive test.
- Who owns who? How the PC games publishers are slowly but surely becoming part of Hollywood - a special PC Review investigation.
- Be the first to play MicroProse's Transport Tycoon, with PC Review's special cover disk extract.
- All this and a free CD-ROM on the cover, too. This must be PC heaven!

PC Review October 1994
In the shops on September 15th
Reserve your copy NOW!

PC REVIEW

SENSIBLE WORLD OF SOCCER DEMO

THE ONLY IN

ONE AMIGA

On sale September 28th. Don't miss it.

MEET THE CREW

This month, the CVG crew express their views on subjects picked at random from Den's hat. If you've got any topics to make Den's hat even bigger let us know - but don't expect to win anything, will you? Good.

STEVE
LIFE AT HOME: I love living in a penthouse. It's great to have a roof under my feet.
TOP CHAT-UP LINE: N/A
FAVOURITE INSULT: Don't move. I want to forget you just the way you are.
GREATEST FEAR: Discovering my real age.
ON DRINKING: I've ruined my health by drinking to everyone else's.

GARY
LIFE AT HOME: I always wash my own briefs.
TOP CHAT-UP LINE: Pardon me. I'm compiling a telephone book. May I have your number?
FAVOURITE INSULT: What's on your mind - if you pardon the exaggeration.
GREATEST FEAR: Asking people if they want anything from the shop.
ON DRINKING: I don't drink to be sociable. I drink to get drunk.

MARK
LIFE AT HOME: Isn't home a place where teenagers go to refuel?
TOP CHAT-UP LINE: Hey, improve your image – be seen with me.
FAVOURITE INSULT: If I've said anything to insult you, please believe me.
GREATEST FEAR: Realising the late-night kebab shop has shut down.
ON DRINKING: Doesn't drinking prevent wrinkles?

DENIZ
LIFE AT HOME: My walls are so thin you can hear my neighbours changing their minds.
TOP CHAT-UP LINE: Excuse me. I'm a stranger here. Can you direct me to your house?
FAVOURITE INSULT: Let's play horse. I'll be the front end and you can be yourself.
GREATEST FEAR: Getting into work on time.
ON DRINKING: Drink is a slow poison, but I'm in no hurry.

RIK
LIFE AT HOME: There's so much dust in my place the cockroaches use stilts.
TOP CHAT-UP LINE: Isn't it a magical night? The moon is out, and so are my parents.
FAVOURITE INSULT: It takes intelligence to be sarcastic.
GREATEST FEAR: A world shortage of cows willing to be burgerised.
ON DRINKING: I only drink because of peer pressure.

JULIE
LIFE AT HOME: My place is so messy vandals break in to decorate.
TOP CHAT-UP LINE: You're just my type - you're a bloke.
FAVOURITE INSULT: Try not to speak your mind - it somewhat limits the conversation.
GREATEST FEAR: Admitting I'm really a bloke.
ON DRINKING: I'm particular about what I drink. It has to be liquid.

PETREA

LIFE AT HOME: There's insanity in my house. My husband thinks he's the boss.
TOP CHAT-UP LINE: Haven't we met somewhere before? (she's Australian).
FAVOURITE INSULT: Listen, when I want your opinion, I'll give it to you.
GREATEST FEAR: Getting stuck in the lift when Rik farts.
ON DRINKING: I drink to excess. In fact, I drink to anything.

ROAD RASH

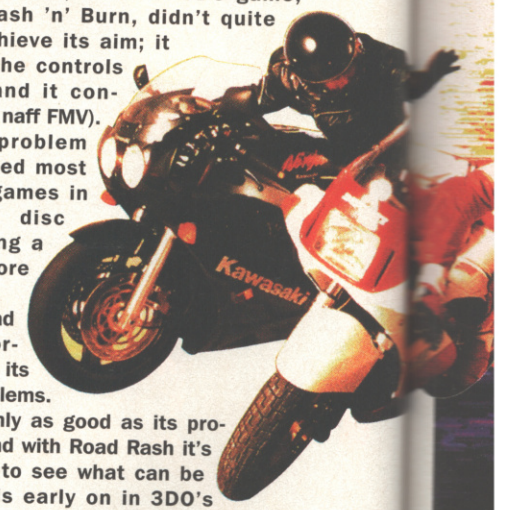
- 3DO
- RACING
- £50-£69.99
- OUT NOW

CVG HIT!

- AMIGA, MEGA DRIVE, GAME BOY AND GAME GEAR VERSION ALSO AVAILABLE
- NO OTHER VERSIONS PLANNED

Road Rash has won the race for CVG's first 'HIT' stamp on a next generation console game. Let us explain why...

Racing games are always a good bet for showing off a console's capabilities. However, the first 3DO game, Crash 'n' Burn, didn't quite achieve its aim; it was slow, the controls felt foul (and it contained some naff FMV). This is a problem which plagued most early 3DO games in fact, with disc access being a particular sore point.



Playing Road Rash you forgive the 3DO its teething problems. A game is only as good as its programming, and with Road Rash it's encouraging to see what can be achieved this early on in 3DO's track record.

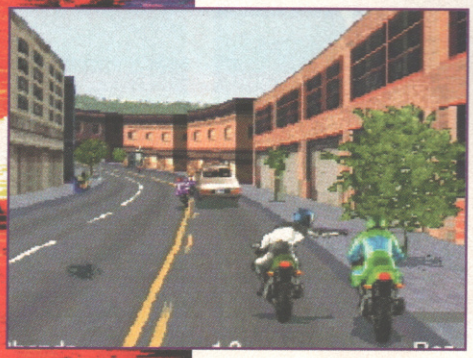
Faced with a CD game which plays like a cartridge, Road Rash suddenly suggests that coin-op standards have reached the home. To explain this game is perhaps initially trivial – you can see it's a race game. Yet, the appeal of Road Rash is that you get to knock opponents off their bikes while avoiding similar treatment. All the time you're pursued by police and there's on-coming traffic to avoid too. Taking split-second risks is what this game is all about. Gaming entertainment at its best.

WHEEL IN

● **GAME BY** ELECTRONIC ARTS ● **CONTACT** EA (0753 549442) FOR INFORMATION ● **CONTACT** COMPUTER EXCHANGE (071-636 2666) FOR IMPORT COPIES ● **GAME SIZE** ONE CD

▲ Part of the fun is in doing things you shouldn't. Try running over pedestrians for starters.

▲ The lighter characters travel faster and the heavy ones hit harder. Some start the race with weapons and others with cash.



▲ Junctions indicate that there is a short-cut available.

◀ The best time to battle opponents is when they face approaching traffic. Timed well, you can crash them into it!

A COURSE OF ACTION

Road Rash features five courses to progress through. Each course differs in number of lanes, length, police patrols, incensed motorists and scenery. Here's a glimpse of each one.

THE MEAN MACHINES...

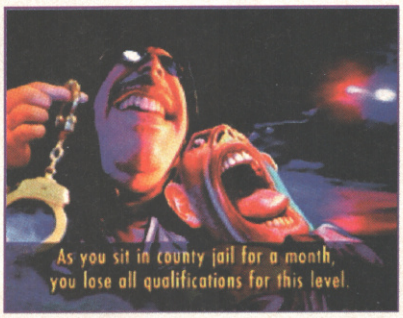
● ROAD RASH FEATURES A SEPERATE CD FEATURING A COMPILATION OF MUSIC TRACKS FROM A&M RECORDS. THE BANDS FEATURED ARE SOUNDGARDEN, PAW, MONSTER MAGNET, SWERVEDRIVER, HAMMERBOX AND THERAPY

TRY BEFORE YOU BUY

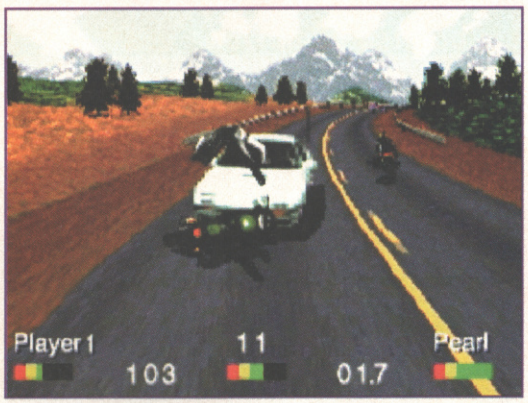
In Big Game Mode you get to select different bikes before each course. Remember, performance varies against terrain.

▲ *Road Rash features excellent artificial intelligence. Watch the pedestrians dash out of your way and cars stop if you're off your bike.*

▶ *The police will eventually find you in any race. Avoid them for long enough and you'll be faced with a road block. If the 'Smokies' pull you over it's Game Over.*



▲ *If the man gets in the way on the finishing flag just run the bleeder over.*



▲ *Head-on crashes are bound to happen if you drive in the wrong lane. Very animated.*

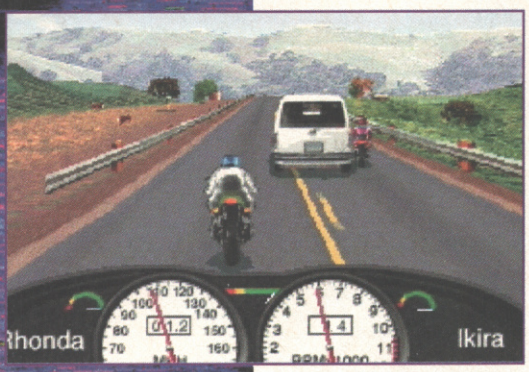
▲ *The tunnels are excellent and your rear lights illuminate as you enter. Try and knock an opponent into the wall as you enter.*

THE JIMMY HILL SCHOOL OF MOTORING

You get numerous characters to ride as in Road Rash. Which one you play as will affect the end-of-game FMV clip you watch. Here's the full line-up of characters.

● **GAME BY** ELECTRONIC ARTS ● **CONTACT** EA (0753 549442) FOR INFORMATION ● **CONTACT** COMPUTER EXCHANGE (0161 636 2666) FOR IMPORT COPIES ● **GAME SIZE** ONE CD

▲ To progress past a course you must finish a race within the top three slots.



▲ By pressing the X button you can change to a proper dash-board view.

95.8 FM(V)

Yep, even with a good game this CD manages to squeeze in over mountains of CinePak video. You get a mean intro flick and a selection of videos from rock bands like Soundgarden. Here's three FMV pics from each.

SECOND OPINION

This is the Mega Drive game but it's been vastly enhanced. The graphics engine is like Crash 'N' Burn's but more polished; the texture mapping is fantastic, only Daytona arcade beats it. It has none of the flaws of a traditional CD game; the controls are responsive, it plays well and bloody fast and you can drive off the sides of the road as much as desired. There's loads of great grunge music too! This is EA's best 3DO game yet and a good enough reason to buy the machine.

■ *RIK SKEWS*

▲ Muck like oil and water is scattered on the roads and needs to be avoided.

ALTERNATIVE

MEGA DRIVE

■ **Road Rash 2**

■ **EA/£44.99**

The sequel to Road Rash is essentially more of the same but with a two-player mode and better weapons for battle. Improved animation too.

■ **ISSUE 119: 92%**

COMING SOON

JAGUAR

■ **Checkered Flag 2**

■ **Atari**

Even 64-bit vector graphics may look dull compared to Road Rash but they should offer better speed in this game inspired by Sega's Virtua Racing.

■ **EXPECTED RELEASE: SEPTEMBER**

■ VERDICT

■ *3DO*

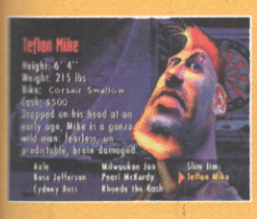
Welcome to the game which is probably going to persuade you to buy a 3DO. Road Rash is the first game on any of the new consoles which lives up to my expectations of what a 32-bit (or 64-bit) game experience should be like. Road Rash is a good-game concept by default, but the 3DO's texture mapped graphics and smooth 3D speed have made it worthy of a coin-op. The controls are responsive and the exhilaration believable. In short, this looks good and plays better – chase it.

■ *DENIZ AHMET*

■ GRAPHICS	92
■ SOUND	92
■ PLAYABILITY	90
■ VALUE	91

OVERALL ■

91



● ROAD RASH FEATURES A SEPERATE CD FEATURING A COMPILATION OF MUSIC TRACKS FROM A&M RECORDS. THE BANDS FEATURED ARE SOUNDGARDEN, PAW, MONSTER MAGNET, SWERVEDRIVER, HAMMERBOX AND THERAPY

CAN YOU KEEP YOUR HEAD?

CVG HIT!

■ MEGA DRIVE
■ PLATFORM
■ £UNCONFIRMED ■ OUT OCTOBER
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

DYNAMITE HEADDY

Top programmers Treasure come up with an epoch-making platform game that looks set to give Sonic a run for his money, coins or any other type of collectable...

Despite being programmed by the top team behind Gunstar Heroes, and not Sega itself, Treasure's latest character and platform game, Dynamite Headdy, looks very much like it could become a very bright new star for Sega.

Headdy himself is instantly appealing, and gets his name from the fact that he has a variety of heads to wear. This comes in very handy because although the game is predominately platform based, there's a healthy sprinkling of puzzles which must be solved. Thankfully they don't need to be solved in a linear fashion, and it's not a case of if the wrong head is picked progress is hampered. Generally there are three heads for Headdy to choose from when a puzzle is encountered, and all of them enable him to make headway through the rest of the level, although of course some choices will make the path to the end of the game more difficult than others.

▲ *Watch out for Beau when confronting bosses. He'll point out their weak points.*

Headcase hangs around with a choice of heads when Headdy encounters a boss or a puzzle. As with the puzzles there's a better head than others to beat a boss. ◀

HEADS UP DISPLAY

Dynamite Headdy is the perfect companion for a crossword enthusiast because he's great at solving puzzles. And with all these different heads you'd expect him to be...

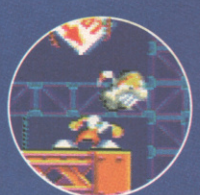
BOMB HEADDY

Bad news for anything that get's in it's way...

BUDDA HEADDY

Just don't call him fat to his face...

HAMMER HEADDY



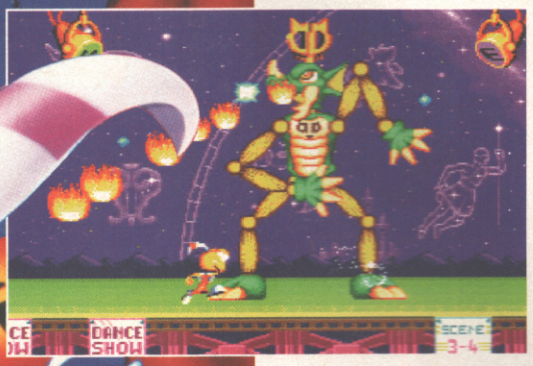
Knock the nail on the head with this one...

INVISIBLE HEADDY

Baddies can't see what this one does...

● GAME BY SEGA ● CONTACT SEGA (071-373 3000) FOR MORE INFORMATION

GIMMIE HEADDY



▲ As in Treasure's Gunstar Heroes the sub-bosses and guardians are excellent. Original and unpredictable attack patterns make things difficult to say the least

Bonus games require a number of basketballs (it varies according to the level) to be headed into the basket. It's difficult to start with but there's a trick that is soon discovered.▼

INTRODUCING...

Like the game Dynamite Headdy's intro is original and strange. Perhaps the most interesting aspect is that you can take over control of Headdy and start bashing the machine yourself, though this is optional.

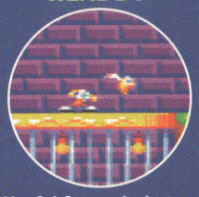
SHIELD HEADDY

Three balls of super protection.

SLEEP HEADDY

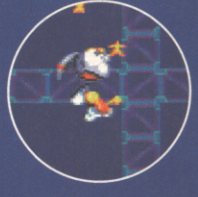
Yawn! Don't use this one...

SMALL HEADDY



Useful for exploring difficult-to-reach places...

SPARK HEADDY

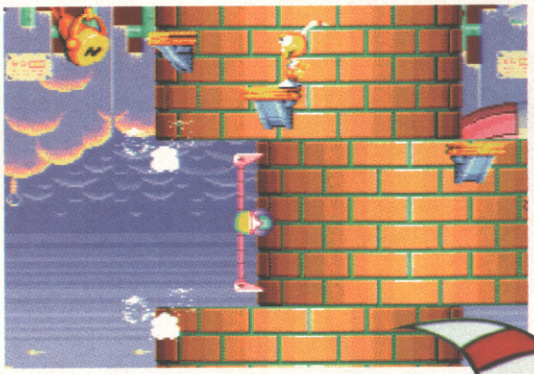


Zap the baddies with this one.

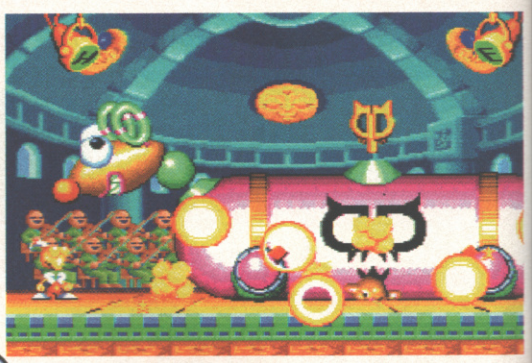
SPEEDY HEADDY

Whoosh Sonic style around the scene.

● GAME SIZE 16MEG ● FOR ONE PLAYER



This might be 'just' a platform game but there's a remarkable depth and variety to the game, and there's no repetition. Each level presents a completely new challenge to master and new skills to learn.



Here's an example of the game's creativity. A fairly large boss appears which is enough of a shock but before he can be attacked, an even larger one crushes it and it's this one which must be fought.

The game is set in True Land, which basically looks like a giant theatre set. When things get violent the backgrounds often collapse revealing stage props behind. Brilliant!

ROLL OF HONOUR

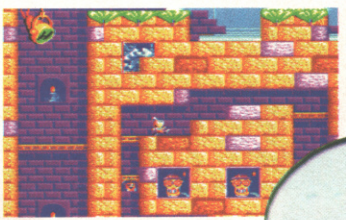
Just as in Dynamite Headdy, Treasure proved that it could take a tired old format (in this case the shoot-'em-up) and break the mould. A spectacular blaster, Gunstar Heroes still looks the business today.

MEGA DRIVE
Gunstar Heroes
ISSUE 142 • 92%

SECOND OPINION

As far as I'm concerned it's goodbye Sonic and hello Dynamite Headdy. Headdy is far more imaginative than most other Sega platformers, and the graphics are fabulously animated. Rather than just exploring a level the different heads mean you can play various sections in a variety of ways as different parts of a level are accessed. The challenges are slightly harder than those in Sonic so this really is a game you'll need to use your head in! Great bosses too.

■ *DENIZ AHMET*



VERDICT

■ *MEGA DRIVE*

Dynamite Headdy breathes new life into this stale genre. Every level introduces new ideas – the puzzles have been blended flawlessly into the platform action. It's not a case of choosing the wrong head at the wrong time, it's just some paths are more difficult than others. The graphics are original as is gameplay, with surprises on each level and incredible depth and variety. I'm still playing Treasure's Gunstar, a year after release, and I'll be playing this at least as long.

■ *RIK SKEWS*

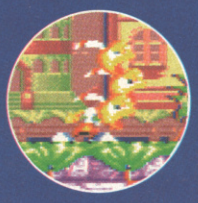
SPIKY HEADDY

Drive Heady up the walls...

TIME-STOPPER HEADDY

Get ahead of the rest...

TRIPLE HEADDY



Three heads are better than one after all...

VACUUM HEADDY

Suck those baddies up, Hoover-style.

GRAPHICS	93
SOUND	91
PLAYABILITY	92
VALUE	91

OVERALL

92

● GAME COMPRISES SIX LEVELS ● BUT THEY'RE BIG, SO DON'T WORRY ABOUT LASTABILITY OK?

TRIPLE EXCLUSIVE!

SEGA MAGAZINE is the definitive magazine choice for all Sega players - and this month's edition is basically ace as we've lined up exclusive reviews on the greatest 16-bit games of the year!

URBAN STRIKE

Every single edition of SEGA MAGAZINE comes packaged with a top quality Urban Strike mission guide - 16 pages of top intelligence on one of the hottest games of the year, if not the decade. It's exclusive - as is the review inside the magazine!

SONIC AND KNUCKLES

Sega's flagship game for the autumn and winter months is this latest chapter in the 16-bit Sonic saga. Of course, SEGA MAGAZINE has the first review along with a frankly enormous and maybe even intimidating eight page feature.

DYNAMITE HEADDY

We reckon that Dynamite Headdy is the next big thing. It's the greatest platform game ever created and, yep you guessed it, we have the exclusive review - along with an epoch-making feature on this earth-shattering piece of software engineering.

AND THERE'S MORE

You want to know about Earthworm Jim? We bring you an enormous feature and in-depth review. You want Saturn? We've got the latest pictures of Daytona USA, Virtua Fighter, Panzer Dragoon, Victory Goal and many others. Interested in 32X? Check out the latest pictures of Virtua Racing Deluxe direct from Sega of Japan.

SEGA MAGAZINE

BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

ISSUE TEN OF SEGA MAGAZINE. OUT SEPTEMBER 15. PRICED AT £2.25, IT'S THE BARGAIN OF THE DECADE. AND WE'LL DECK ANYONE WHO SAYS IT ISN'T.

ALONE IN THE DARK

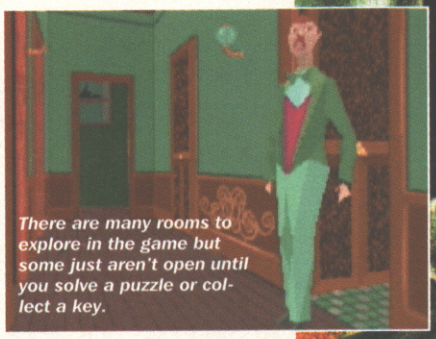
■ 3DO
■ ADVENTURE
■ £59.99 ■ OUT NOW
■ PC VERSION ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

Dr Hauzer stole the Alone in the Dark angle on adventure games for 3DO; the only problem was that it was crap. Here's how it should have been done...

The game which stunned the PC world has made the switch to 3DO with ease. Yes, Alone in the Dark is a heavy adventure game, but it plays like an action game because you get full freedom of movement in a 3D world. At first you find many locked doors hindering your way, but the way to open them is rarely obvious – some need keys but most require you to solve puzzles elsewhere. Finding new objects (sometimes hidden within other objects) and discovering their uses is critical to play.

The gameplay is based on a classic haunted house storyline: as either a male or female character you're asked to explore, fight and collect objects in a bid to investigate the terrible secret of the Dereceto home and the suicide of its owner.

Alone In The Dark creates an atmosphere rare in adventure games and this is mainly thanks to its quirky use of roving camera angles. See it to believe it.



There are many rooms to explore in the game but some just aren't open until you solve a puzzle or collect a key.

▲ *If you have no weapon you can use your hand and feet. This is the fastest method of defence but it is also the slowest in killing your opponents.*

▲ *When you find an object it automatically zooms in for you to collect. Some objects have others concealed inside so remember to check. If an object is rubbish you can always throw it as a weapon.*

▲ *Quirky camera angles give this game unique atmosphere. Moody stuff.*

NO NEED TO FEEL ALONE

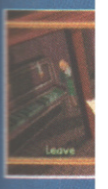
Get right into the action with our solution to the first room in the house. You need all the collectables in this room, but in most of the others you only need to find the key items. There are a lot fake objects.

1. First, stop the monsters entering the room by pushing the cupboard in front of the window...

2. ... and do the same with the chest over the trap-door on the floor.

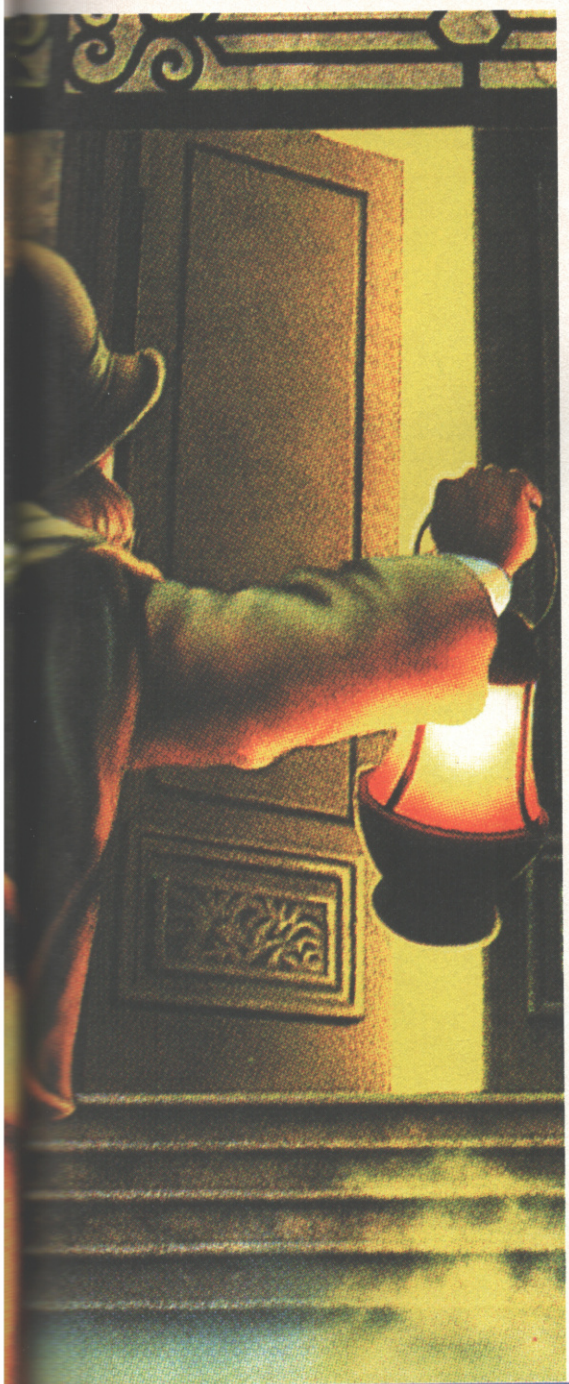
3. Open the chest and take the rifle for use later.

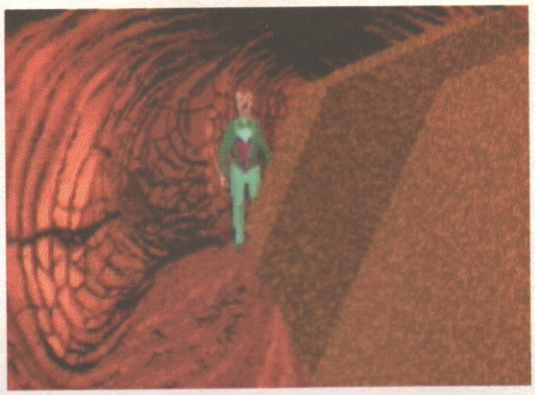
4. Go and take the rug out of the cupboard. This is for the Indian painting later on.



5. On the s there's als collect to

● **GAME BY** INFOGRAMES ● **CONTACT** COMPUTER EXCHANGE (071-636 2666) FOR IMPORT COPIES ● **ONE PLAYER ONLY**





▲ Under the house is a huge cavern and this is where you complete the game. Shown here is the wrong entrance to the caves - that monster will have you.

▲ Move the block to slide across the barrels and enter the cave.

Some objects need to be searched to find anything. I wonder what's in that pile of coal?

Each time you die you get dragged to the caves and placed on a floating bed. You're put to rest on the same place that you need to put the talisman to finish the game.

▲ This is one of the hardest rooms to get through in the early part of the game. It's full of zombies who gang up on you. Use your rifle from the loft.

SECOND OPINION

It's good to see that Infogrames hasn't made any changes from the PC version. They must have been tempted to tart it up a bit, but the original game was so strong it really didn't need it. This is what Doctor Hauzer should have been (see last issue), it's involving, well presented, fast, fluid and fun. The balance between exploration, puzzle solving and action is just right – which is what makes this such a good game. Let's hope the sequel is converted real soon.

■ MARK PATTERSON

■ VERDICT

■ 3DO

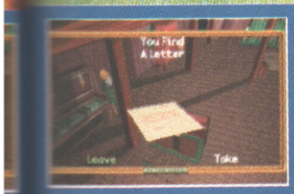
After the tragic Dr. Hauzer I was sceptical about how this would perform. No need, though, because this is a spot on conversion from the PC original, and it runs at a speed comparable to a 486 33mhz PC. The sound is the biz in this version and the only difference is that you can't have as many saved-game positions as the PC. Alone is an excellent game but there are too many collectables which are of no use in the game. I'd prefer it if this had been the sequel.

■ DENIZ AHMET

■ GRAPHICS 89
■ SOUND 85
■ PLAYABILITY 92
■ VALUE 84

OVERALL ■

86



5. On the side of the piano there's also a letter you can collect to read.

6. Walk over to the table near the bookcase and take the lamp. You need this to see in the library.

7. Over In the bookcase you should also find a book you can take for clues.

ALTERNATIVE

PC

■ Alone in the Dark
■ Infogrames/£34.99

Much harder, bigger and deeper in puzzles than the first game with less of those 'no use' type of objects wasting your time.

■ ISSUE 147: 94%

LITIL DIVIL

■ CD32
■ ARCADE PUZZLER
■ £29.99 ■ OUT NOW

■ NO OTHER VERSIONS ALSO PLANNED
■ CD-i, PC, AND PC CD-ROM VERSIONS AVAILABLE

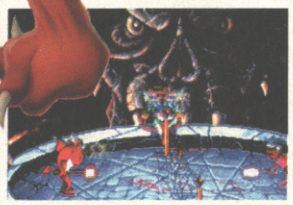
It's bad enough waiting half-an-hour for a greasy student biker to deliver a cold pizza but at least you don't have to enter the underworld for one...

Few things are worse than pulling the short straw. It generally means having to do something nobody else wants to. For Mutt the Litil Divil, hero of this game, that short straw requires him to enter the doom laden labyrinth of chaos and retrieve the mystic pizza of plenty. The short straw's made even worse by the fact that no other Divil has succeeded before.

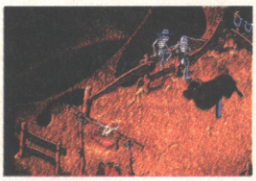
For Mutt to change this he'll have to wander through a repetitive and seemingly never-ending maze-like corridor which branches this way and that, avoiding all the pitfalls along the way. At regular points doors appear, these lead to one of numerous arcade puzzle sequences. The reward for completing or solving them is generally an item which must be used elsewhere. Complete all the puzzles and it's pizza all round.

▲ This is where Mutt starts the game. This baddie must be dispensed with to progress further. Thing is there's little challenge because you can't be killed here.

▲ One of the problems with Litil Divil is that most of the puzzles require little skill to solve, it's simply a case of trial and error. Here for instance all that's required is to learn in which order to pull the ropes.



◀ Fancy a game of tennis? Then you're in luck 'cos there's a match to play in Litil Divil!



▲ Here Mutt must ride the bull rodeo style. Should he stay on for long enough (and believe me it's not easy) he'll be rewarded with a gun which is used in a shootout later on.

▲ Mutt will come across more than a few gold coins during his journey. Use them to buy items needed to solve puzzles that have already been encountered.

THERE'S NO A LOT HAPPENING IS THERE?

A good proportion of the game takes place in these corridors which are very repetitive and boring. Believe it or not these are pictures from three different corridors in the game. Look carefully at the third picture and you'll probably notice something on the ground. These are traps which are very annoying as they are usually sprung if you make just the slightest mistake. Pixel perfect manoeuvring is required.

■ VERDICT

■ CD32

I've one word for Litil Divil, booooooring. It starts off well with cartoon style graphics and Legacy of Sorasil style music, but it's a different matter when you actually play the game. The corridor section is extremely repetitive and most of the puzzles are frustratingly difficult, and like Dragon's Lair one mistake usually leads to failure. Litil Divil has been in development for nearly three years, it's a pity it couldn't have stayed there longer.

■ RIK SKEWS

■ GRAPHICS	86
■ SOUND	82
■ PLAYABILITY	54
■ VALUE	58

OVERALL ■

57

ALTERNATIVE

SNES
■ Space Ace
■ Empire/£49.99

A similar style of gameplay but much more fun to play. Has equally great graphics and sound too.

■ ISSUE 147: 90%

● GAME BY GREMLIN ● CONTACT GREMLIN (0742 753423) FOR MORE INFORMATION

DESERT STRIKE

PC

SHOOT-'EM-UP

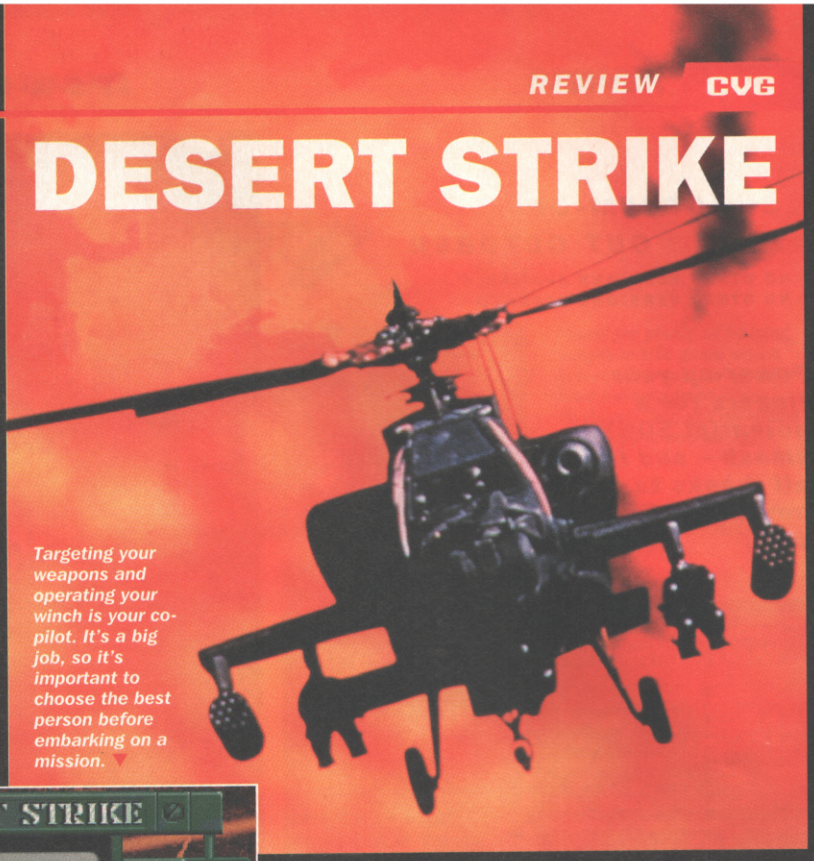
£34.99 OUT OCTOBER

MEGA DRIVE, SNES, AMIGA AND LYNX AVAILABLE
NO OTHER VERSIONS PLANNED

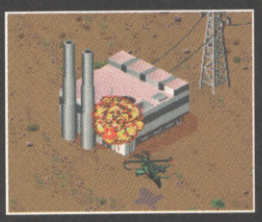
When evil rears its ugly head in the Middle East, you can count on the Americans to stroll in and blow the place sky high...

Desert Strike was pretty controversial when it was first launched on the Mega Drive, mainly because the Gulf War had just ended, people had finished patting themselves on the back, and realised the war had managed to terminate the equivalent of the population of a small Arab country. So along came Desert Strike the game, which put you in the seat of an AH64 Assault Helicopter flying against a Middle-Eastern dictator called Kilbaba in attacks against his chemical plants and SCUD missile sites – and it was great.

Three years on and it's still a great game, even though it's been superseded on console by two sequels. There's less strategy and more blasting here than in the sequels which, basically, is exactly what you want when someone gives you a big shiny helicopter to play with.



Targeting your weapons and operating your winch is your co-pilot. It's a big job, so it's important to choose the best person before embarking on a mission. ▼



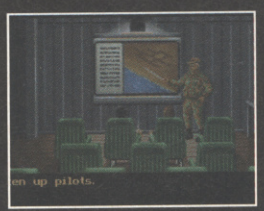
▲ Airborne death is the best way of describing your helicopter. Outfitted with two types of missile and a particularly large machine-gun, it's capable of taking on an entire army – and winning.

◀ The missions are broken down into small interlinked tasks. Here, for example, the radar stations need to be dealt with so the enemy doesn't know you're coming.

Sometimes you're ▶ required to drop your co-pilot off to do a bit of donkey work on the ground while you hover 50 feet up listening to Radio Baghdad's sounds of the Eighties.

▲ Your helicopter has armour plating, but it won't withstand a frontal assault on a heavily defended target.

▲ The battlefield is littered with troops who've been cut-off from the main force. Collect them for extra armour.



▲ General 'Not-at-all-like-Schwarzkopf' conducts mission briefings. The campaigns are all connected with Kilbaba trying to kill you.

COMING SOON

MEGA DRIVE

Urban Strike

Electronic Arts/£44.99

We'll be reviewing the third game in the Strike series next month, where you take your attack chopper on a tour of some of America's most famous cities.

EXPECTED RELEASE: OCTOBER

VERDICT

PC

Call me a stick-in-the-mud, or call me plain old Mr Brilliant, whatever, I like the original Desert Strike best, so I'm really glad it's come to PC. The responsive controls and three-quarter viewpoint still separate it from conventional shoot-'em-ups and it's taxing too. The subtle strategy element means you have to think before you fire – but not that much. So what if it has all the subtlety of a drink-heavy dog sniffing a lamppost, bring on the terrorists, I've just reloaded.

MARK PATTERSON

GRAPHICS	75
SOUND	69
PLAYABILITY	88
VALUE	79

OVERALL

82

● ORIGINAL GAME BY ELECTRONIC ARTS ● CONTACT GREMLIN (0742 753423) FOR MORE INFORMATION

■ SNES
■ SHOOT-'EM-UP
■ £TBA ■ OUT OCTOBER
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

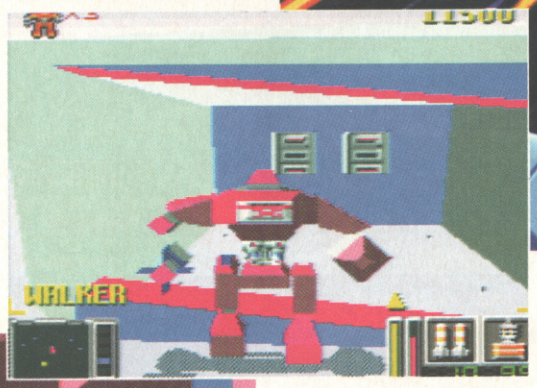
VORTEX

Power-up your fingers for a potential SONY smash – and it's all thanks to the new Super FX chip.

When Nintendo announced the creation of an enhanced Super FX chip, Vortex was destined to be the first game to take advantage of it. Created by the team who gave you the first FX game, Starwing, programmers Argonaut have, in Vortex, seemingly pushed the SNES to the limit of it's 3D capabilities.

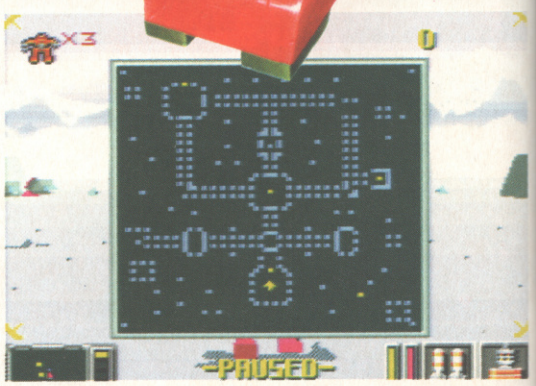
However, Stunt Race FX beat it off the mark, coming out first and showing just what the chip was capable of. Technically, though, Vortex is head and robot shoulders over its Nintendo cousin. The mathematical complexity is evident from the moment you realise that you're given freedom to wonder anywhere in the game field. Where Starwing limited you to set paths through the scenery, Vortex wants you to explore anything visable. To do this you're given four vessels which you can morph to, each of which is better suited to different combat situations. Varying terrains are presented in the structure of seven worlds, and within these rests the aim of the game – reuniting five pieces of the AI Core which keeps all evil locked neatly up in another dimension.

Make no mistake, Vortex IS a shoot-'em-up, but it's the freedom to explore, collect and use items that sets it apart from most other SNES blasters.



▲ Collecting keys gives you access to underground maze stages where other collectables are lurking.

◀ In the underground maze you have to watch out for hidden traps which flip up unexpectedly.



▲ Pressing START on any stage calls up a map of that level.

● GAME BY ARGONAUT ● CONTACT SONY (071 911 8646) FOR INFORMATION ● CART SIZE: 4 MEGS

THE REAL VIRTUA FIGHTER

There are plenty of training stages in this game which you really would be wise to take advantage of. Obviously, you get unlimited weapons and energy.

MEAN MACHINES

In Vortex you control the Morphing Battle System (MBS). It can take on four different forms, which are suited to specific jobs:

WALKER
This is the default shape of the MBS. It walks and comes with four different weapons, some of which have limited ammo. You have to be in Walker mode if you want to pick-up a collectable.

LAND BURNER
This car is super fast and armed with twin cannons. It can also jump over large gaps making it ideal for any surface.

HARD SHELL
This is a painfully slow vessel but it's the best to approach bosses with. It is impregnable to enemy fire and carries smart bombs. When not under attack it also refuels the MBS with solar power.

SONIC JET
The fastest of the MBS forms drinks fuel rapidly so should only be used for reaching inaccessible places. Its armed with a laser and cannon.

▲ The target cross-hairs can be set to auto-lock or manual control.

▲ Pressing L and left or right on the pad spins your character round for a view like this. Equivalent to the over-the-shoulder glance in flight sims.

● THE CONCEPT FOR VORTEX CAME FROM MICHAEL POWELL WHO PREVIOUSLY WROTE SUBWAR 2050 FOR PC. THIS IS HIS FIRST SNES EFFORT – AND WHAT A GREAT WAY TO MARK A DEBUT.

St-st-st-stages

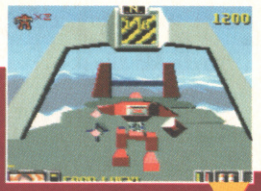
There are seven stages in the Vortex quest. Here's a glimpse of each one. Go for it.

VORTEX ONE

On route to the first planet the action is simply about blasting a path through. Set in space, this stage is fast paced. Hard boss for a first stage too.

CRYSTON

This is an ice planet so the enemy tend to be well camoflaged. There's not too many baddies however, so you should complete this stage easily.



VOLTAIR

Use the Land Burner to get past the floating asteroids which make up this air world. Platforms crumble benieth you and there's a very hard boss.

THERMIS

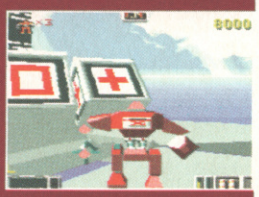
Set in a desert the problem here is attack from big ships with heavy fire power. Make efficient use of your MBS forms and you should make it through.

MAGMENO

This stage features the best background graphics and is distinctive with its many volcanoes. Lots to shoot.

VORTEX TWO

Similar to the first stage- but with more enemies attacking you. It's a bit faster too and be prepared for some tough supply ships

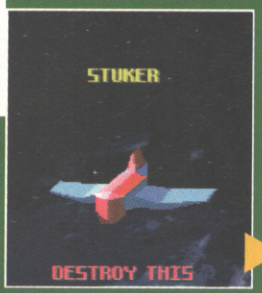


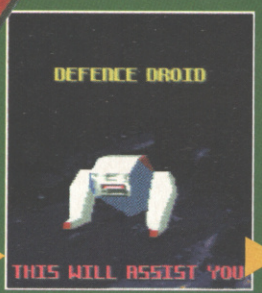
TRANTOR

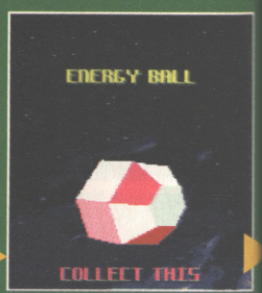
You've reached your goal. Here is where the collected pieces of AI Core must be assembled to complete the game. Don't expect it to be easy.

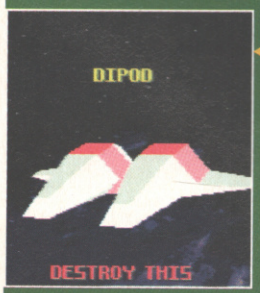
WOULD YOU OBJECT?

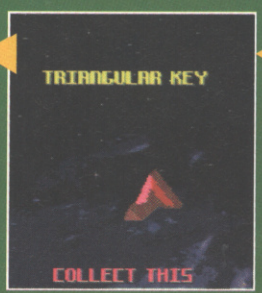
Vortex features many objects which have to be found or avoided. Here's a break down of the kind of things you'll encounter.

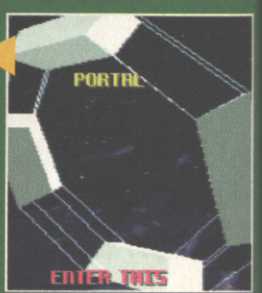




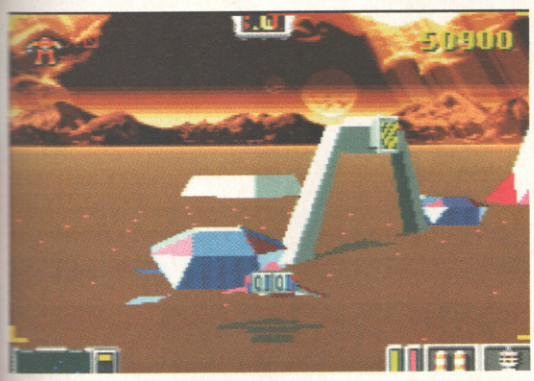








● USELESS INFO 328: DO YOU REMEMBER A TV SHOW CALLED THE ADVENTURE GAME? WELL THAT FEATURED A VORTEX TOO. GRONDA-GRONDA.

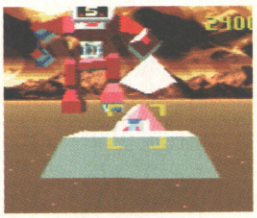


▲ You get a close-up view of the action unless there's an enemy near by. In this instance the perspective shifts backwards.

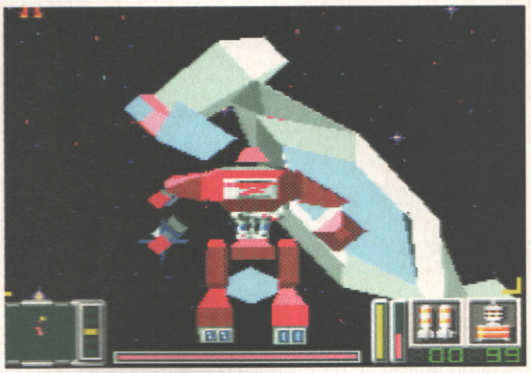
▲ Explore new levels in Hard-Shell mode so you don't die.

Jumping is a good way to get around quickly and avoid enemy fire. On later levels there are also gaps to leap over.

The first boss in the game is very difficult. Rotating at high speed, the boss ship relentlessly bombards you with well aimed fire. Use the Hard shell mode to avoid getting hit and then morph into the Walker to shoot as the baddie backs-off.



▲ A good tactic to learn is that you can jump and shoot baddies hiding behind blocks.



SECOND OPINION

Although there is more variety in this than Starwing, I'd say Starwing is a better play. The controls in Vortex are comfortable yet fiddly to use, so while you're waiting to transform in the thick of battle you tend to get blasted a lot. Vortex is also one of the hardest games to appear this year, especially as there are no continuation points in a level. The best thing here is the way all the different crafts provide many tactics to get through a level – you can experiment a lot. Overall, a complex game that's a very essential buy.

■ *MARK PATTERSON*

COMING SOON

SNES

■ **Starwing 2**

■ **Nintendo**

More or the same essentially but it's expected to feature a simultaneous two player option thanks to a split screen feature.

■ **EXPECTED RELEASE: EARLY '95**

ALTERNATIVE

MEGA-CD

■ **Silpheed**

■ **Game Artsy/£49.99**

This vector based space shoot-'em-up went down well at the time. It certainly looks good, and it's challenging to boot. Not as varied as most cartridge-based SEU's.

■ **ISSUE 142: 85%**

■ VERDICT

■ *SNES*

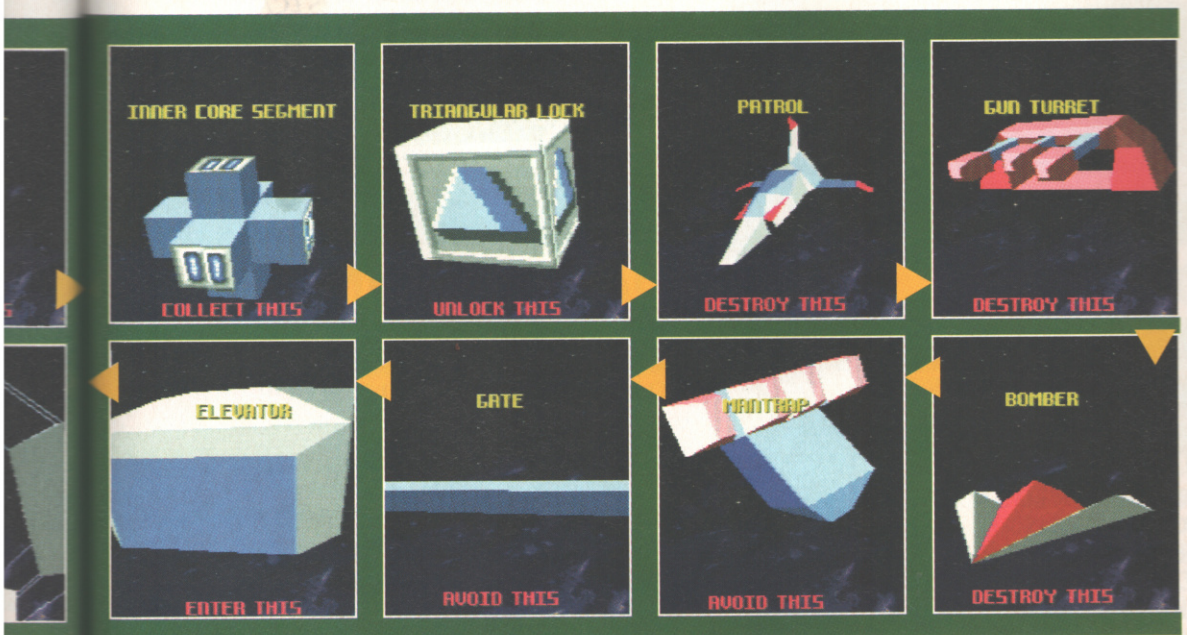
Again, the SNES proves itself worthy in the face of 32 and 64-bit competition. While we wait eagerly for Starwing 2, Vortex could quite easily make us forget about it. While not as smart to watch as Stunt Race FX, Vortex has all the atmosphere which gave Starwing its appeal. Being able to travel anywhere and change shape works brilliantly, lending real depth to play and offering many tactics. The controls take getting used to, but this is a rock-solid purchase all the same.

■ *DENIZ AHMET*

■ GRAPHICS	88
■ SOUND	91
■ PLAYABILITY	89
■ VALUE	90

OVERALL ■

89



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OUTNOW ON FLOPPIES

If 3.5-inch disks are your thing, and you want some new software, check out this motley crew...

THE CHAOS ENGINE / PC / RENEGADE
PRICE: £32.99

In a case of 'if you can do it, I can too' the PC belatedly receives a conversion of The Chaos Engine which more than matches any that came before it. It's a brilliantly Gauntlet-style action game which you shouldn't miss.

■ Issue 154: 89%

THEME PARK / PC / BULLFROG
PRICE: £39.99

If the likes of Sim City 2000 are a little too complicated for you, why not take a crack at Theme Park – one of the most original, and enjoyable, games this year. Easy to get into and a blighter to leave.

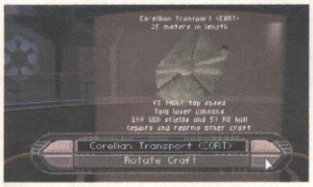
■ Issue 153: 92%

PUTTY SQUAD / A1200 / SYSTEM 3
PRICE: £29.99

Better than the original Putty, this platfomer makes full use of the A1200's AGA chipset to produce one of the most innovative games it's likely to see this year. Taxing, imaginative and addictive.

■ Issue 154: 87%

TIE FIGHTER / PC / VIRGIN
PRICE: £49.99



If you liked X-WIng you'll go mental over this. It's one of the finest Star Wars games yet – loaded with atmosphere, heroes and villains, which is exactly what you are as you enrol in the service of the Emperor.

■ Issue 154: 92%

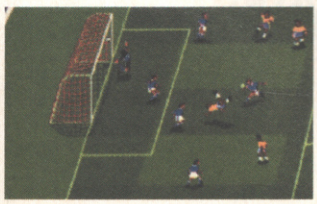
AGA BODY BLOWS / A1200 / TEAM-17
PRICE: £14.99

Who needs seventy quid's worth of Streetfighter when you can kick back and lash out with Team-17's technicoloured combat extravaganza. Fast, fluid and fun. That's the three magic Fs, so it's got to be good.

■ Issue 153: 88%

AVOID

Format the floppy – it's not worth booting.



KICK OFF 3 / PC / ANCO
PRICE: £29.99

Oh dear, it's frightening to see how badly this game has been cocked-up. It really is one of the most unplayable football games of all time, it's littered with bugs and the controls are about as responsive as the inhabitants of the local morgue.

■ Issue 154: 30%

OUTNOW ON CD

A quick recap of some decent software on CD at the moment...

BURNING SOLDIER / 3DO / PANASONIC
PRICE: £84.99

If you don't mind paying the massive import price, what you've got here is a decent shoot-'em-up which uses the old non-interactive background graphic technique. Good fun though.

■ Issue 154: 79%

FIRE AND ICE / CD32 / RENEGADE
PRICE: £24.99

Hugely brilliant gameplay is combined with excellent gameplay to produce a very rare thing indeed – a good CD32 platform game. The best conversion of Fire And Ice money can buy.

■ Issue 154: 90%

BATTLECORPS / MEGA-CD / CORE
PRICE: £44.99

Biomech robots battle across a 3D landscapes in this excellent Mega-CD shoot-'em-up. Plenty to see, do and destroy in this great-looking and top-playing game from Core. Don't miss out.

■ Issue 153: 92%

REBEL ASSAULT / MEGA-CD / LUCASARTS
PRICE: £49.99

If you're a real Star Wars groupie then you'll enjoy this, despite the limitations of the Mega-CD. Pilot X-Wing fighters and shoot it out with the evil stormtroopers.

■ Issue 153: 70%

AVOID

Well, at least the disc makes a good frisbee...

SHADOW OF THE BEAST 2 / MEGA-CD / PSYGNOSIS
PRICE: £44.99

The cartridge version wasn't much cop, and this is just more of the same – only two years on. It's a bit of a horror story, really.

■ Issue 153: 34%

SPIKE McFANG

■ SNES

■ ROLE PLAYING GAME

■ £54.99 ■ OUT NOW

■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

Dress Zelda up as Dracula and make him run around splatting bits of garlic in this cute tale of evil things.

If these screenshots look familiar then you may be one of the privileged few who saw this game on import a year ago, when it went under the name of 'Dracula Kid'. The Japanese cart was difficult to get hold of because only a limited number were manufactured. Now the American version's arrived the pop up speech in this Zelda-style RPG is legible to non-Jap speakers.

Spike McFang will appeal to anyone who enjoyed the Zelda series. It's an overhead scrolling affair and the action bits are very prominent, and they only occasionally require the assistance of pop-up text to guide you on along your path. This game is infested with visual jokes, and there are plenty of collectable and innate power-ups which add some humour to the cuteness.

▲ At the start of the game you have to perform a series of agility tests which get you used to the various talents of Spike.

▲ You can collect loads of power-up cards that can be used to great effect. This one here summons fire gods which will kill anything around you.

▲ Spike's pet helps him out in difficult moments.

▲ These scrolling stages are quite easy. Remember to jump over the fish.

▼ Press SELECT and your inventory pops up. Here you decide which magic card to use, and later on which friend you'd like to assist you.

▲ You can chuck your hat to damage opponents. The problem is you can't move while doing this so the enemy can easily retaliate with a clear shot.

▲ It's always a good idea to talk to other people. For an RPG game there really is very little of it in this game.

▲ These creatures represent your saved game positions. There are very few of them around.

■ VERDICT

■ SNES

RPGs don't have to be dull and slow moving, and Spike is proof positive of this. The combo of visual jokes, exploration and scenery interaction makes you forget you're playing an RPG. It rides high on the feeling of discovery, with just enough of the game revealed to keep you going. The only problem is that your energy bar is diminished far too quickly from enemy attack, which is a real pain given the sparsity of continue points.

■ DENIZ AHMET

■ GRAPHICS	80
■ SOUND	77
■ PLAYABILITY	83
■ VALUE	70

OVERALL ■

79

ALTERNATIVE

MEGA DRIVE

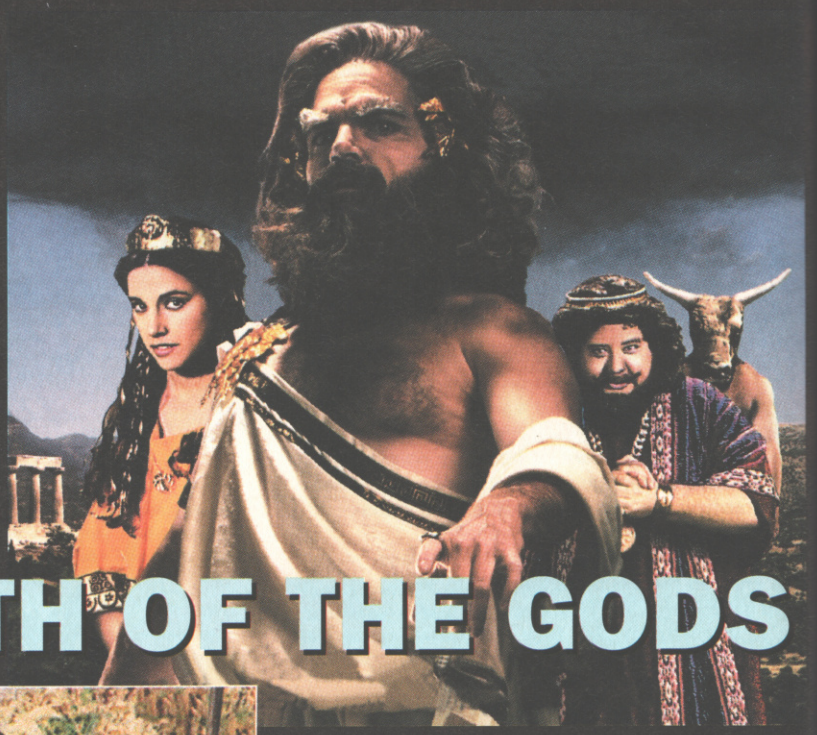
■ Shining Force II
■ Sega/£49.99

Sequel to a game which had everyone talking about the plot and atmosphere. More characters than the first and more involving gameplay.

■ ISSUE 155: 90%

● GAME BY NAXAT ● CONTACT COMPUTER EXCHANGE (071-636 2666) FOR IMPORT COPIES ● CART SIZE 8MEGS

■ APPLE MACINTOSH
■ ADVENTURE
■ £34.99 ■ OUT NOW
■ NO OTHER VERSIONS AVAILABLE
■ PC CD-ROM VERSION PLANNED



WRATH OF THE GODS

The Greeks gave the world some of the best stories ever, then introduced us to the wonder of the kebab, now all that's come to CD-ROM...

OK, so the game doesn't feature any kebabs – which could have been a major let-down. However, there's enough in the way of Greek myths, stunning video footage, gameplay and ham acting to make this a very decent adventure indeed.

It really is chiché-ville though. Lots of Greek men running around in togas, gods materialising saying things like 'You have done well, mortal' and 'Die, you fool'. This lends the game an interesting B-movie angle, which is helped by the school-panto acting. It's probably completely unintentional, and the production crew probably managed to keep straight faces during filming, but it makes the game more fun anyhow.

▲ *Bad acting is a feature in almost every CD-ROM movie game – and Wrath Of The Gods is no exception, with so much ham it's positively porcine.*

▲ *The game uses a very straightforward point-and-click interface which is a doddle to use since there are only five main game icons.*

▲ *Five points are deducted from your score each time you use the oracle, which is your on-line help system.*

◀ *It's almost impossible to get killed in the game, even when old Skyron boots you off a cliff all you have to look forward to is a brief stop in the underworld before trotting off home for some dolmas in chilli sauce.*

COMING SOON

PC CD-ROM
■ Wrath of the Gods
■ Luminaria

The PC CD-ROM version of Wrath is actually finished, all that remains is to sort out a few compatibility problems and it's ready to hit the shelves. The game itself is identical to the Mac version, so it's well worth looking out for.

■ EXPECTED RELEASE: NOVEMBER

■ VERDICT

■ APPLE MAC

This game is reminiscent of the Spectrum classic adventure The Hobbit. The puzzles are rudimentary, and they're made easier since you can see what's going on, and there aren't many different commands. In many ways, though, these are the things that made this game so enjoyable and are off-set by the great number of locations and characters in the game. Hardened adventurers will need to play with the help mode off, but if you're new to this genre, it's a brilliant laugh.

■ MARK PATTERSON

■ GRAPHICS	92
■ SOUND	91
■ PLAYABILITY	90
■ VALUE	80

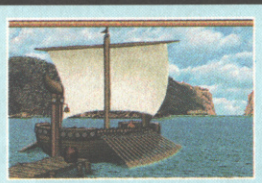
OVERALL ■

86

JUST LIKE BEING AT THE MOVIES

Technically this is one of the best examples of movie-style adventure games we've ever encountered, although nothing's perfect and the film-style graphics still have a few problems...

OK, you don't know you need it yet, but this pot is overlaid on the background so obviously you just know it's something you should pick up and hold on to for later.



To save space in RAM and on CD, only the bits of the screen that need to be animated are. Only people's faces tend to move independent of their hair, neck and body.

That doesn't mean the game's bad in a way. Quite the opposite. This is some of the best use of filmed action we've yet seen in a CD-ROM title.

● **GAME BY** LUMINARIA ● **CONTACT** MAXIS (071-490 2333) FOR MORE INFORMATION ● **WORKS WITH** MOST MACS WITH SINGLE OR DOUBLE SPEED CD-ROM DRIVE AND 4MB PLUS OF RAM

ZERO TOLERANCE

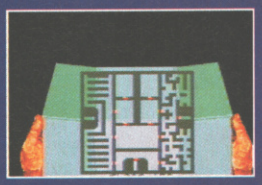
MEGA DRIVE
SHOOT-'EM-UP
£39.99 OUT SEPTEMBER
NO OTHER VERSIONS AVAILABLE
NO OTHER VERSIONS PLANNED

You get a gun, you get trouble, you get trouble you get an enemy, you get an enemy you need loads of bloody great guns and a toleration level of zero...

One word: Doom. Two words: Mega Drive. Three words: well, not quite. But, hey who cares (that's four by the way), 'cos here we have a game on Sega's console that gives you the tension, blood (albeit not in quite the copious amounts) and gun-toting appeal that the PC game wowed gamers with.

Accolade has made you a special forces operative, because, well, why the hell not eh? And basically you have to make your way out of a labyrinthine space outpost, terminating any terrorists (and damned ugly they are too) who get in your way. A mini arsenal (hand guns, shotguns, rocket launchers, flashlights(?) to mention just a few) has been left in the corridors of this maze-like building which have to be picked up and used strategically so that you can get the f..., flip out of the 40 levels of mayhem. You're not alone either because there's a two-player link up option so that your and a mate can help (or hinder) one another's escape by linking up yours and his TVs, Mega Drives and copies of the game.

▲ *Captain Brown is happy, he's just picked up a weapon, he has a healthy arsenal (ie 100% flame thrower) and he's just spotted a bullet proof vest and shotgun. What could possibly go wrong? Man-sized crabs, that's what.*



◀ *Pause the game to access the map to the whole level, you get to the next floor by finding the lift (usually dead-ends preceded by a door). There's also a mini on-screen map,though don't concentrate too much on it or you'll not notice the old alien scum creeping up behind you...*

Before
When you spot a power up lying around just walk on by and pick it up.

After
And then wait for some dude, crab (yes, crab) to walk by and torch the git.

▼ *Here you're in control of Delaforce (and he's a sarge) and of course with 'such a pretty name' he's bound to buy it as soon as he steps out of the lift.*

◀ *When you kill certain terrorists sometimes you can pick up their weapons. Unfortunately this big mutha takes ages to kill and leaves you almost completely out of energy and bullets.*

▲ *Only about a third of the screen has been utilised, but the tension still builds up as you creep round the building.*

WORLD BEATER
PC
Doom
Transcend/£37.50
Zero is totally derived from this belter of a game, which is better mainly because it's running on a far more powerful machine.
ISSUE 148: 93%

VERDICT

MEGA DRIVE
Three important factors that go to make a good game are tension, action and addictive gameplay, and although Zero Tolerance is a simple enough concept, derived from the laudable Doom, it's got the former in abundance. There's plenty of booming weapon FX, a nice variety of weapons, huge levels and plenty of gaming violence. The two-player link up is a nice addition, and you probably will need more than zero tolerance since this game is reet hard.
GARY LORD

GRAPHICS	76
SOUND	70
PLAYABILITY	82
VALUE	88

OVERALL
85

● GAME BY ACCOLADE. ● CONTACT ACCOLADE (081-788 0200) FOR INFORMATION ● CART 16 MEG ONE TO TWO PLAYERS.

YOGI BEAR

■ GAME BOY
■ PLATFORM
■ £24.99 ■ OUT SEPTEMBER
■ SNES ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

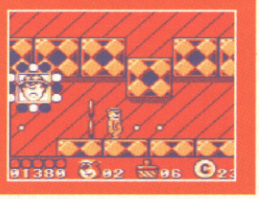
Being a fat, unrealistcally drawn. tie-wearing talking bear isn't a hinderance to Yogi in his neverending quest for picnic baskets. Burp.

Yogi has just discovered that his beloved home Jellystone Park is in danger of being closed down after some swine stole all the park funds. That means no more rangers (good news) but it also means no more gullible tourists leaving picnic baskets lying around.

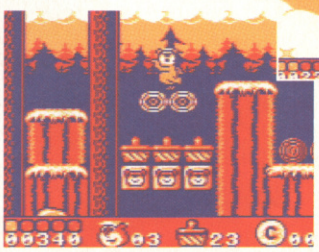
A better reason for the closure of the park might have had something to do with it being such a dangerous place – as Yogi discovers in due course. As well as hazards such as fire and death by drowning, our anthropomorphised kodak bear crusader also has to avoid the park's residents, who are hell-bent on taking revenge for all the years they've had to endure Yogi's 'humorous' pranks. It all translates into 32 levels of platform action which, much to our surprise, is really rather good.

PLAY IT SAFE

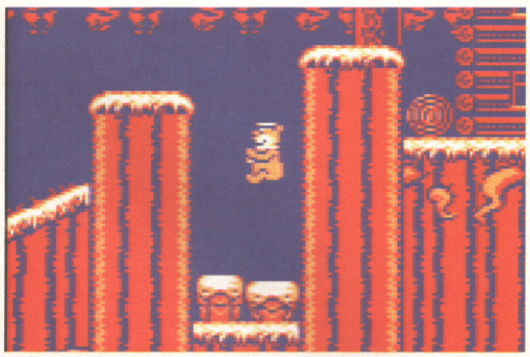
To complete the game you need to track down the 12 safes which contain the park's money. Just like this...



In this part of the game Yogi eats some food which makes him puff up and float upwards. Try to collect as many goodies as possible. ▶



◀ *There are a lot of invisible stepping blocks in the game. The only way to find them is by jumping around and keeping your fingers crossed you'll hit one.*



▲ *Yogi can only reach those high platforms by bouncing off these trampolines. There's always one near by.*

◀ *Dropping down the waterfall takes Yogi to different parts of that level. It's hard to get back up though.*

▲ *Yogi's defence is the usual bum splat but these mushrooms always come back to life....*

OTHER VERSIONS

Yogi on SNES is a similar sort of game to the Game Boy version, but with improved graphics and some fluid animation.

SNES
● NOT PREVIOUSLY REVIEWED

■ VERDICT

■ GAME BOY

Yogi may not contribute anything new to platform games, but it's a solid, playable game all the same. This is due mainly to the variety of challenges you face. The action is very fast and the animation – and true to the cartoon. My only problem is that some of the opponents are rather titchy and difficult to spot against the whizzing backdrops. Still, you'll have lots of fun exploring the 32 levels, which should take some time.

■ DENIZ AHMET

■ GRAPHICS	83
■ SOUND	70
■ PLAYABILITY	79
■ VALUE	78

OVERALL

80

● GAME BY EMPIRE ● CONTACT EMPIRE (081-343 7337) FOR INFORMATION ● CART SIZE 1MBIT

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■ SNES VERSION AVAILABLE
■ CD32 VERSION PLANNED

TOP GEAR 2

Step into the passenger seat as CVG test drives the latest racing game from Gremlin...

Although Gremlin's trilogy of Lotus games is knocking on a bit, they're still regarded as classics – so it seems fitting that it should be the Sheffield based company that comes up with a '94 equivalent. Top Gear 2 hit the SNES a year ago; but it's still remembered as one of the few SNES racing games not to utilise Mode 7, making it perfect conversion material for the Amiga.

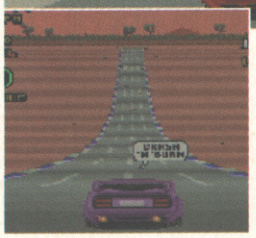
There were other programming tricks used though, and only the A1200 is powerful enough to cope with them. Otherwise Top Gear 2 features all the regular racing game features, like full screen one-player option or split-screen two-player mode, nitros, plenty of tracks and a prize money option which rewards wins with lots of cash to spend on customising your car.

◄ At various points during the game expect the driver to come out with comments like 'Eat dirt' and 'Crash and burn'. I guess he's trying to be hard but fails miserably.

▲ A lot of the features in the game are similar to the Lotus trilogy also by Gremlin, especially the start sequence which zooms in on teh cars whille they're sitting on the grid.

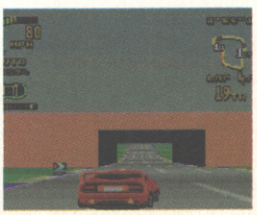
▲ Finish in the first 10 to qualify for the next race and earn wads of cash to customise your car.

Graphically the car is well animated with smooth animations when the car jumps, spins and flips in a crash. ►



▲ A limited number of nitros are available. More can be bought or found on the track. They're best used on steep hills.

▲ Top Gear 2 is probably best enjoyed in two-player mode. There's no noticeable slowdown thankfully, unlike Stunt Race FX on SNES.



◄ The tunnels scroll smoothly and convincingly towards the car but it's a shame the engine noise doesn't change as you drive through them.

ALTERNATIVE

SNES
■ Stunt Race FX
■ Nintendo/£TBA

A tour de force of a racing cart, unequaled as a one-player game, but the two-player is let down by a small graphic window and slight slowdown.

■ ISSUE 153: 91%

■ VERDICT

■ A1200

Top Gear 2 offers little that wasn't in the Lotus trilogy. Lots of tracks and music; fast scrolling, one-colour cars, no body damage; it's all very familiar. That's not a complaint as such, the Lotus games are very playable – but why release something that's only a little different? I'll tell you why, the Lotus trilogy isn't compatible with the A1200, so if this style of racing game is your tank of petrol then take a look, but four years on from the original Lotus it seems a little dated.

■ RIK SKEWS

■ GRAPHICS	84
■ SOUND	79
■ PLAYABILITY	78
■ VALUE	86

OVERALL ■

79

● GAME BY GREMLIN ● CONTACT GREMLIN (0742 753423) FOR MORE INFORMATION

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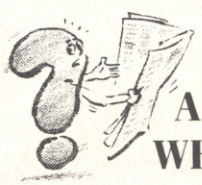

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■ 3DO
■ STRATEGY
■ £39.99 ■ OUT NOW
■ PC-CD VERSION AVAILABLE
■ NO OTHER VERSIONS PLANNED

THE HORDE

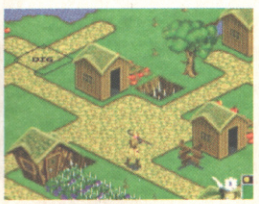
A savage Horde is munching its way through your medieval village...

The Horde takes you back in time, to when kings and queens held banquets in huge, monolithic castles, and where the ruler ruled over all that he surveyed. That was until a load of carnivorous critters known as the Horde started ravaging the kingdom. And that's basically the setting for this action-cum-strategy game liberally interspersed with various FMV footage.

The idea is to build up your medieval village's defences (by erecting pits and walls) against the Horde, which enables the town to prosper (à la Sim City) without being hindered by the marauding Horde. Subsequently you can attract more townsfolk to your community. Well that's the strategy part, the action bits come into operation when your defences haven't worked and you have to go into combat with the little beasts by whipping out your sword in true beat-'em-up style.

▲ *If you select the appropriate icon you switch to an action sequence which involves hacking an onslaught of Hordlings.*

▲ *This game comes replete with Full Motion Video clips, most of its used for the introduction sequence though.*



▲ *You have two minutes to design or expand your village before the munching Hordlings invade.*

■ VERDICT

■ 3DO

Early 3DO games got away with smart graphics and little gameplay, but with The Horde matters have been reversed. At first it seems like a hack-'n'-slash version of Sim City, but it's one of those games which grows on you. The animation is excellent and the difficulty level just right, as is the time limit and the tension that builds up.

■ DENIZ AHMET

GRAPHICS	78
SOUND	81
PLAYABILITY	83
VALUE	85

OVERALL

80

■ PC-CD
■ PINBALL SIM
■ £39.99 ■ OUT NOW
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

Atmospheric tunes make each of the eight tables seem exciting - when you're not playing them.

PINBALL DREAMS DELUXE

How many pinball tables could you fit on a CD game? Well 21st Century have managed eight...

Why doesn't anyone improve the control system in pinball games? Left and right is all you ever get. For realistic flipper control you could have a few buttons for each side representing the speed or strength of each flipper. Anyone listening? So what we have here is a compilation of previous Pinball Dreams games, enhanced with some ray-traced introductions and an interactive 'history of pinball' option. The only change to the game is the hi-res option which you didn't have before.

If you're after an introduction to the simulation of pinball at home this is probably a good package, but otherwise it's – um, well read on and see...

▲ *You only ever get one set of flippers per table so it takes ages to activate any of the bonuses.*

■ VERDICT

■ PC-CD

Putting out a compilation of Pinball Dreams on CD is a bit gimmicky. Sure, you get more tables than any other game (in hi-res) but you'd probably have more fun with one table out of Pinball Fantasies. The game plays realistically but the tables are too small and there's only one set of flippers. These tables are just dull compared to the real thing.

■ DENIZ AHMET

GRAPHICS	83
SOUND	87
PLAYABILITY	60
VALUE	65

OVERALL

62

● GAME BY CRYSTAL DYNAMICS (071-973 0011)

● GAME BY 21ST CENTURY (0235 851533)

BALLZ

MEGA DRIVE

BEAT-'EM-UP

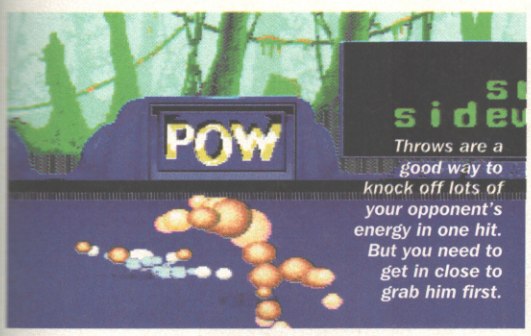
£39.99 OUT NOW

SNES VERSION ALSO AVAILABLE
NO OTHER VERSIONS PLANNED

If this were the Fifties, we'd probably call this game goofy. But it's the Nineties, and we need a new word – we'll just say its frasmitic and let you work it out for yourself...

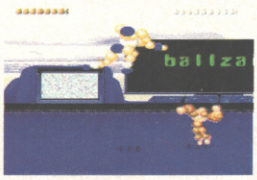
Fair enough, so it's named after the area no self-respecting male would go for in a real fight, but that's not an option in the game itself. You see that's what the characters are made out of – balls. Tennis balls, beach balls, footballs, you get the idea.

Like Sega's Virtua Fighter coin-op, the view point pans and zooms with the action to great effect. But it's the humour which makes it so good. The moves are a completely outrageous mix of wrestling-style throws, martial arts and good old-fashioned head-against-the-pavement street violence. Each of the 14 fighters have their own style of fighting, the heavyweights prefer head-locks and fists in the face, while the faster characters have deadly throws – and the ostrich is just in a league of its own.

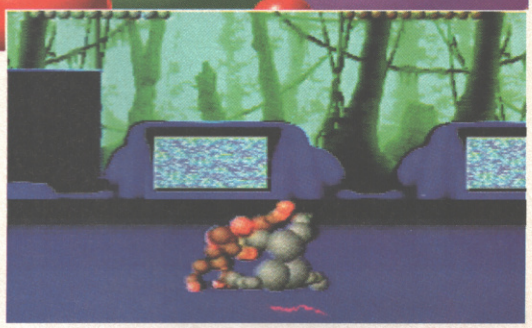


Throws are a good way to knock off lots of your opponent's energy in one hit. But you need to get in close to grab him first.

Most of the characters have long-range attacks, such as the Boomer the clown who bowls his head at his opponent. ▼

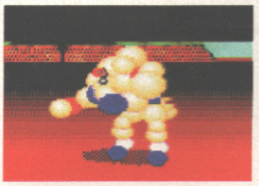


▲ A win is greeted by the victor going through a range of moves. Here the rhino rolls around on his butt.



▲ Each character has around 30 moves, which gives you more than enough scope for doing your opponents over in a variety of interesting ways.

◀ He's big, he's got blue pants and his name is Bruiser – he's got to be strong, and he is.



▲ It isn't easy to show how good this game looks from a handful of static shots, so you'll just have to take our word for it that this really does look smart.

HEROES AND VILLAINS

You can't select all the game's characters to play with, but there's more than enough variety with the eight selectable fighters.

Tsunami
The biggest and strongest of the Ballz fighters, but also the slowest.

Turbo
Faster than all the rest, although that makes him pretty tough to control.

Crusher
Big, bad and hard hitting, get too close and he'll scoop you up and pound your face.

Kronk
A primitive Ballz warrior from the dawn of time – he's armed with a big club. He's mean (ish).

Yoko
Another animal-related Ballz fighter, this chimp is no pushover.

Divine
The only female Ballz and she ballet dances and high kicks her way around the screen.

Bruiser
Another big hitter who inflicts loads of damage if he gets in close.

VERDICT

MEGA DRIVE

This is a unique approach to beat-'em-ups, and incredibly playable with it. The changing perspective takes getting used to, especially with the special moves, but at the same time it is one of the integral features of the game which make it so playable. This is best in two-player mode as you can complete the one-player game fairly quickly. It's good to see companies adding new twists to old genres – a big thumbs up to Accolade for producing this top-quality cart.

MARK PATTERSON

GRAPHICS	89
SOUND	91
PLAYABILITY	83
VALUE	84

OVERALL

87

● **GAME BY** ACCOLADE ● **CONTACT** ACCOLADE (081-788 0200) FOR MORE INFORMATION

LODE RUNNER TWIN

■ SNES
■ PLATFORM
■ £55-60 ■ OUT NOW
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■ NO OTHER VERSIONS PLANNED

Eleven years after the original here's a game which hasn't aged one iota; and now it has added Nineties two-player mode appeal...

What ever happened to Snakes & Ladders? Remember the tension just as you got to the top row and faced the turmoil of a succession of extra-long snakes threatening to plunge you back to row one? Yep, that was a great game - simple and addictive.

In many ways Lode Runner Twin has much of the qualities which made Snakes & Ladders so compulsive: there's the excitement of getting to the top and the satisfaction of seeing your opponent fail. The idea here is to locate all the tokens in a maze of platforms and ladders and then escape off the top of the screen. You'll get a good idea of it if you imagine the sort of 'run for your life' scenario found in PacMan applied to the mayhem involved in getting round a maze of ladders.

With the split-screen two-player option the style of play involves some teamwork, but, whichever mode you choose, there'll be heaps of levels to keep you going.

The object of the game is simply to collect all the goodies on each maze. ▼

JUST LIKE THAT

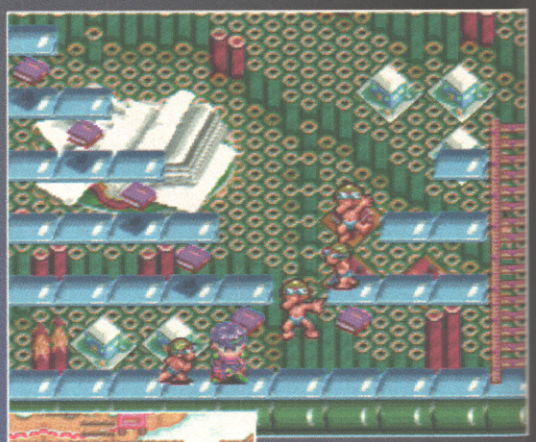
What would you expect to do in a typical level of this game?

Look at the radar to spot the collectables and baddies, then move accordingly.

Up the ladder and slip across the beams. Now drop on to the goodies.

Baddie alert! Smash the floor and he'll fall in. Then proceed to walk all over him.

You're stuck. Just smash the floor and fall through to escape.



▲ *On deeper levels the baddies get a bit more ingenious and start floating off platforms to catch you.*

▲ *Not all floors can be smashed. You can spot these by their dark colour.*

▲ *In practice mode you can play around on the first 50 stages. The plans are shown on this sub-screen.*

ALTERNATIVE

GAME BOY
■ Ms Pacman
■ Nintendo/£24.99

A distant relation, but this girlie version of the classic collect-and-escape game does share the addictiveness of Lode Runner Twin.

■ ISSUE 152: 32%

■ VERDICT

■ SNES

I never played this first time round so I'm not nostalgic. But if the original is anything like this then I missed out! Lode Runner is cute, simple and addictive. It may lack originality and be repetitive but you'll forgive it because it's such fun. The new two-player option is welcome and presented very comfortably. After such high praise it's a shame to admit that it's all too easy, and would have been much better if each stage was played to a time limit

■ DENIZ AHMET

■ GRAPHICS	83
■ SOUND	79
■ PLAYABILITY	87
■ VALUE	68

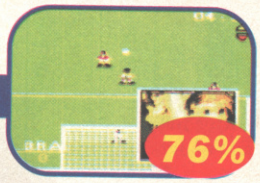
OVERALL ■

73

● **GAME BY** T&E SOFT ● **CONTACT** PLANET CONSOLES (0272 413030) FOR IMPORT COPIES ● **CART SIZE** 8 MEGS

SUPERSHORTS

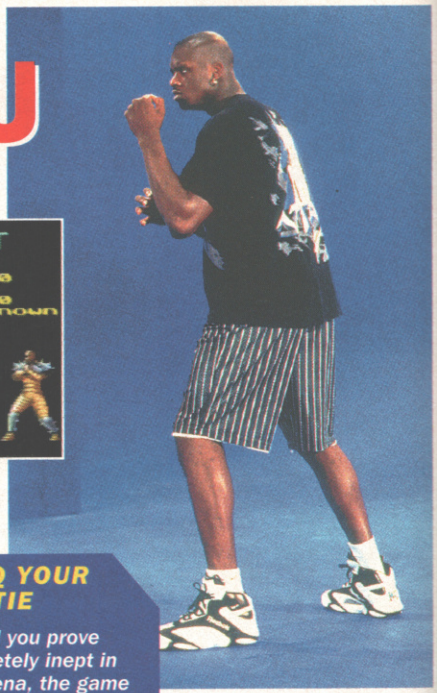
Not a single piece of software escape's CVG's beady eye...

	GRAPHICS	SOUND	PLAYABILITY	OVERALL
INSIGHT DINOSAURS ● AMIGA ● £39.95 BY OPTICANA *Fantastic prehistoric educational package from independent producer.*	Wonderful backgrounds, but a lot of the 2D animal pics are a bit badly drawn and animated. Generally though.	This being an encyclopedia and everything, the sound isn't exactly mindblowing, let's be honest.	Easy to access with a good interface, this is fact-packed and incredibly absorbing. Most worth a look.	
WORLD CUP USA '94 ● GAME GEAR ● £29.99 BY US GOLD *Reasonable quality, but ultimately dull, soccer game.*	Weeny eeny little sprites and a boring pitch. At least it isn't blurred so you can see what you're doing, though.	A bit bass-heavy and hissy. There are very few effects, and those that are there pop up seemingly at random.	Easy to get into, with instinctive controls, and it's fast moving. However, the players are a little slow on the uptake.	
THE GRANDEST FLEET ● PC ● £44.99 BY OOP/MIRAGE *The antithesis of Harpoon 2.*	A bit poor. Too garish and not quite smart and hip enough for today's demanding eyes.	No, it's no use, you just can't possibly get excited about the meagre assortment of soundular activities here.	Not bad strategy simulation, but it's a bit of a France in the army game stakes.	
BUBBLE AND SQUEAK ● MEGA DRIVE ● £39.99 BY SUNSOFT *Cute looking but mean-playing puzzler.*	Well, cute-looking, oddly enough. The main sprite is extremely lovable and the use of colour is cheery.	While lacking variety, the overall sound quality of the effects and music make it aurally acceptable.	Rock blimming hard and may drive you to tears, but exceedingly good fun.	
SID MEIR CD EDITION ● PC CD-ROM ● £29.99 BY MICROPROSE *Two great strategy games – one terrific price!*	Some lovely stills and presentation, but the in-game ones are best described as being 'functional'.	Well, with this being strategy games and everything, not exactly on the right side of brilliant.	The man who brought you Civilisation, Railroad Tycoon Deluxe brings you... Civilisation and Railroad Tycoon Deluxe. On CD.	
CLOCKWISER ● PC ● £34.99 BY KOMPACT UK *Compicated but rewarding puzzle game.*	Not stunning, but perfectly clear and adequate for their job, and we'll thank you for asking.	Equally sensible as the graphics. None of your twiddlies or concertos, just good, solid tunes and effects.	Rather complicated to start with, but once you know what you're doing there's a lot of fun to be had. If you like football.	
HARPOON ● PC ● £44.99 BY EA *Incredibly realistic military strategy simulation.*	Some great, great intermissions and animations and the in game graphics are neat and functional.	Not bad for the type of game which it is, but not exactly first rate stereo-breaking stuff.	More realistic than being in the lead part in WarGames, and then some. A must for strategy types.	
FORMULA ONE-BEYOND THE LIMIT ● MEGA-CD● £TBA BY SEGA *Another first-person perspective racing game.*	Nice to look at on a static tip, but the scrolling can be very jerky. Still, there are some FMV intermissions, which are nice.	The engine noises are really irritating, but the rrrrawk soundtracks are quite entertaining if you're a filthy long-haired hippy.	Incredibly difficult and frustrating. The MD market has much better to offer would-be racing drivers.	

● OPTICANA ● SEGA 071-373 3000 ● EA 0753 549442 ● KOMPACT UK ● MICROPROSE 0666 504326 ● SUNSOFT ● MIRAGE 0260 299909 ● US GOLD 021-625 3366

■ MEGA DRIVE
■ BEAT-'M-UP
■ £54.99 ■ OUT NOW
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

SHAQ-FU



Bruce and Brandon Lee, Chuck Norris, Steven Seagal and... Shaquille O'Neil – all great martial artists. Is someone talking a load of old Shaq?

All right, so he may have trouble stringing a coherent sentence together, but there's no arguing with the Shaq-man's basketball court skills. It's as much as anything due to him being over 7-feet tall and weighing more than 300 pounds, which makes him the kind of man you just don't mess with.

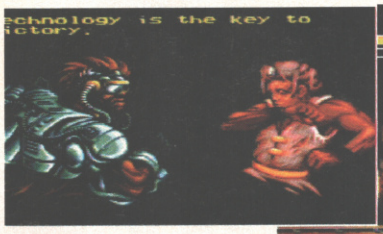
That probably explains why Electronic Arts signed the NBA giant to appear in this beat-'em-up. It melds clichés and features from many other games, including Mortal Kombat and Eternal Champions, but with small, well-animated sprites which are reminiscent of ace platformer Another World. And, as it turns out, the people responsible for Shaq-Fu are none other than AW's programmers, Delphine. A beat-'em-up's quite a departure from their usual cerebral brand of action adventure, but all things considered they've done a rather excellent job.

▲ *Although Shaq's the star of the game, he's somewhat overshadowed by the rest of the cast who, let's face it, look far meaner.*

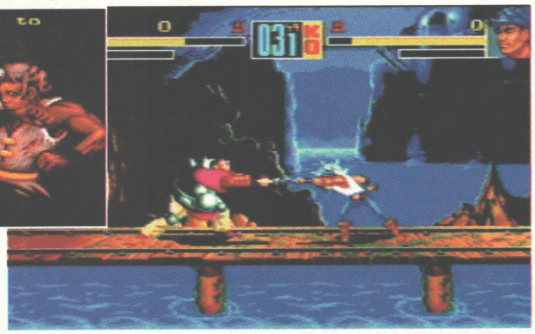
The special moves are certainly varied enough and easy to execute, but the game's not fast enough for you to pull off Streetfighter-style combos. ▼

SHAQ YOUR BOOTIE

Should you prove completely inept in the arena, the game tells you one of your character's special moves before you go back and challenge another character.

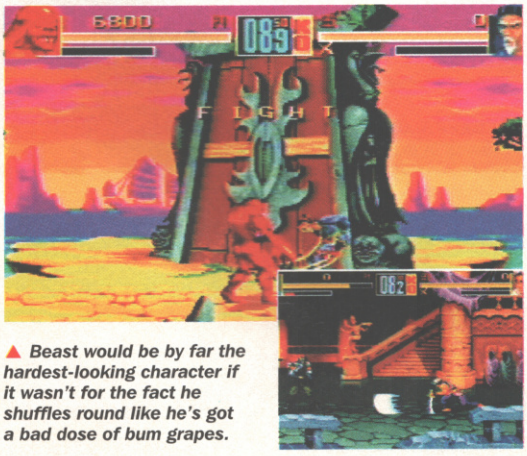


▲ *Hmm, the obligatory 'hah, I am victorious, fool' screen which is now a feature of most beat-'em-ups.*



Oh dear, Shaq's taken a real pounding, and now lies bleeding on the floor.

But wait! Here's a special move which will amaze his mates and confound his enemies.



▲ *Beast would be by far the hardest-looking character if it wasn't for the fact he shuffles round like he's got a bad dose of bum grapes.*

▲ *If you're playing the game on a three-button joypad, the start button's used to switch between punching and kicking attacks.*

◀ *This Prince Of Persia reject is one of the worst fighters in the game, despite the fact that he's armed with two large swords.*

Hah, eat whirling spinning thing of death, nefarious cyborg sunglasses bloke.

■ VERDICT

■ MEGA DRIVE

Shaq-Fu is a playable, feature-laden cart with excellent animation, well drawn, if somewhat small, sprites. The characters are hugely varied, with a good array of special and standard attacks. The game doesn't facilitate combos though, which limits the strategic element. Mortal II still reigns supreme, but this is a good alternative. What next we wonder? Brian Moore's all-star rugby wrestling, or perhaps Alex Ferguson's Disco Inferno. Yeah, that's the one.

■ MARK PATTERSON

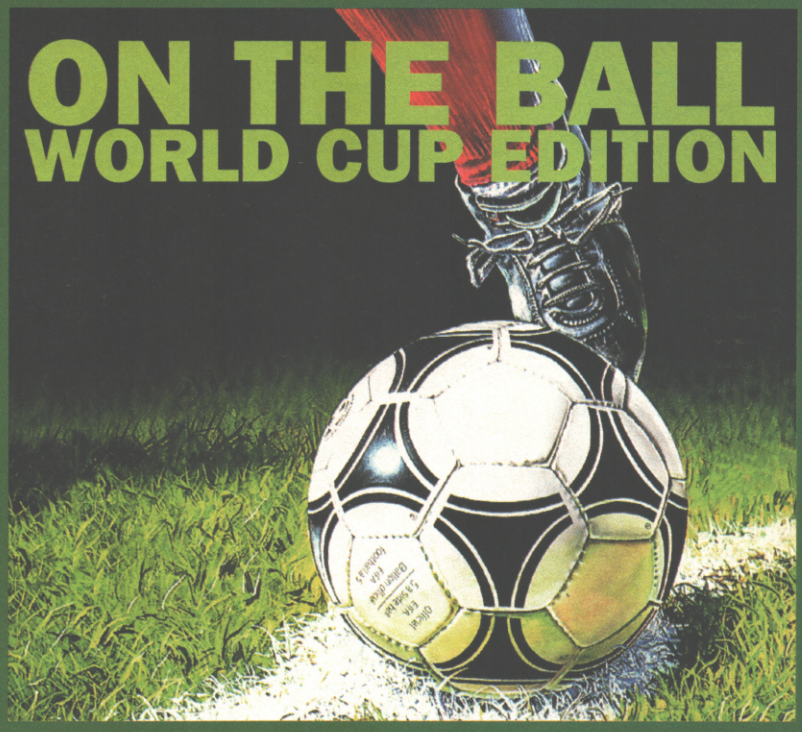
■ GRAPHICS	86
■ SOUND	82
■ PLAYABILITY	87
■ VALUE	78

OVERALL ■

82

● GAME BY DELPHINE ● CONTACT EA (0753 549442) FOR MORE INFORMATION

ON THE BALL WORLD CUP EDITION



AMIGA

FOOTBALL MANAGEMENT

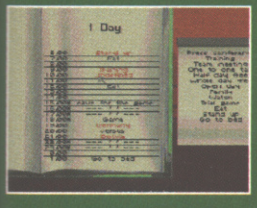
£29.99 OUT NOW

- SNES, MEGA DRIVE AND NES ALSO AVAILABLE
- NO OTHER VERSIONS PLANNED

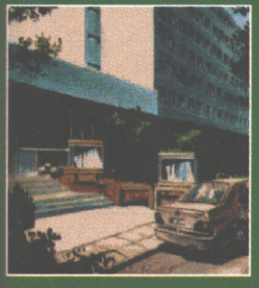
Typical, it has to be the Germans that come up with a football management game that breaks all the rules...

On the Ball takes a similar approach to graphic adventures, with the familiar point-and-click interface and multiple choice responses used. The core of the game takes place around the manager's diary, and it's here the player fills each day with events like training, going into town, checking on injured players, calling a press conference and so on as the World Cup progresses.

Each event has its own graphic backdrop and gameplay style which is more pleasing on the eye than row-after-row of statistics. To add spice the player has to prepare for random events as best as he can. Some are easily avoided (if you give the press grief expect sex 'revelations' the next day) but most are of the bomb scare variety (which cancel training) or food poisoning which can knock a player for six (or the khazi).



The core of the game takes place around the diary where all the different features are arranged. Just like real life continual late nights can result in bad decisions so don't pack too much into one day.



A variety of training options are available. Punishment training is good for a laugh, especially when you force injured players to train. Extreme power is mine!

There's an option to get away from it all and visit the sights. Be careful though, it's easy to get drunk, mugged or even killed by a low-flying chilli pepper!

On the Ball differs from every other management game to date in that the in-game graphics are very good and shock, horror even animated!

If you annoy the press then expect revelations in the paper the next day. All I can say here is I want a lawyer!

During training text keeps the player informed of how the players are doing, whether their form is improving, or if they aren't suited to a particular training style.

VERDICT

AMIGA

I love football management games and didn't think that an arcade orientated one would cut the mustard. Well this does and it's great fun. Special mention has to go to Tobias Richter's backgrounds, they're especially good on the A1200 where they match the clarity of the PC original. If you don't like traditional footy management games give this a try, but purists should probably stick with Player Manager 2 or Championship Manager '94.

RIK SKEWS

GRAPHICS	86
SOUND	40
PLAYABILITY	87
VALUE	85

OVERALL

88

OTHER VERSIONS

Slightly higher definition in the graphics but otherwise this is the same excellent game. Being on a hard drive, like the A1200 version, makes it more playable too.

PC

ISSUE 154 ● 89%

● **GAME BY** ASCON ● **CONTACT** DAZE MARKETING (071-328 3144) FOR MORE INFORMATION

UNIVERSE

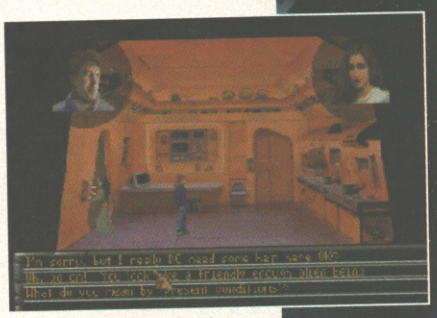
■ AMIGA
■ ARCADE ADVENTURE
■ £34.99 ■ OUT NOW

■ NO OTHER VERSIONS AVAILABLE
■ A1200 AND CD32 VERSIONS PLANNED

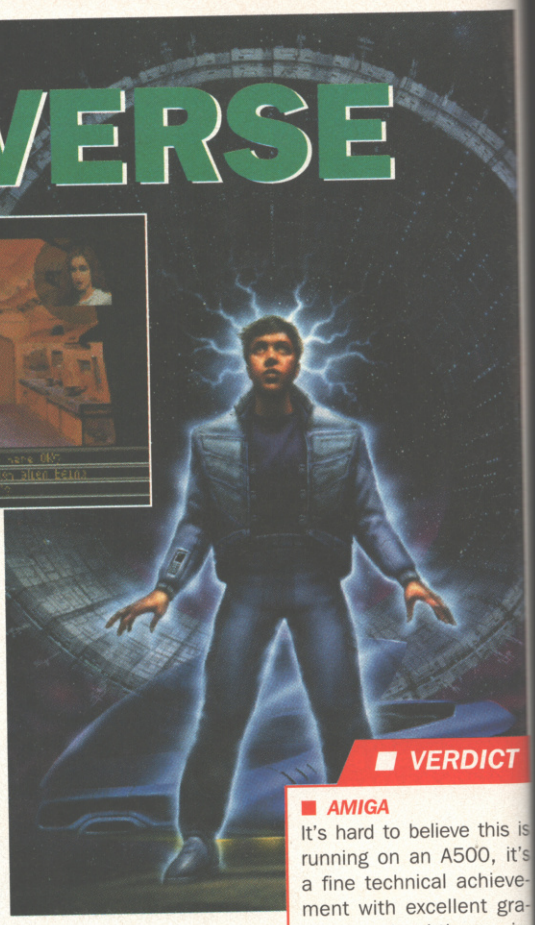
There's never a friendly Bobby around to ask for directions when you're lost in a strange universe...

With its latest game Core Design has shown clearly that there's plenty of life left in the Amiga. Universe is a point-'n'-click adventure in the Beneath a Steal Sky-mould, but combined with the humour of the Monkey Island games. However, the most striking feature is that the graphics are in drawn in 256 colours, a fine technical achievement that's not been seen on a basic Amiga before. Another noticeable point is that the levels have been well organised on the disk so, despite the fact there's five of them, swapping is kept to a bare minimum.

The game casts the player as Boris Verne, who's been sucked into another universe after messing with his Grandad's time machine. The initial plot involves trying to get Boris back to Earth, but it soon turns out that something far more sinister must be dealt with first...

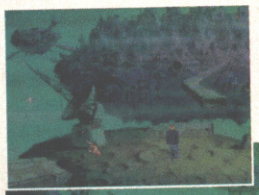


▲ *Conversations take the form of speech bubbles which are advanced by clicking the right mouse button. A choice of replies and questions for Boris to utter is presented at the bottom of the screen*

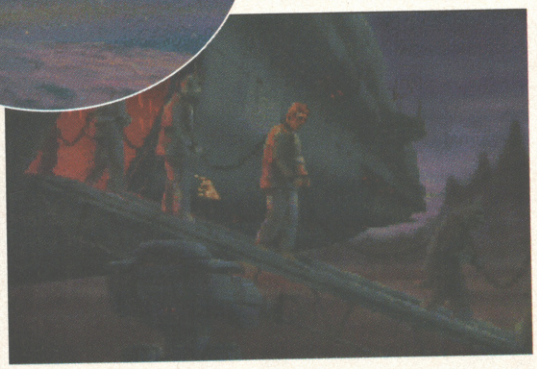


Universe ▶ has a number of basic arcade sections which help break up the continual onslaught of puzzles. One of them requires a precision jump on to an asteroid.

This is the start of the game. Somehow a bridge must be made between the asteroid which Boris stands on and the other world in the distance. ▼



▲ *The game's full screen lets the player take in the graphics, but when the icons are needed a simple right click will activate them. Select the one desired with a left click, then right click again to make them disappear.*



▲ *In this hostile place it's better to be dead than captured, but sadly the later has happened to Boris here. Time to restore a saved game methinks...*

▲ *Those lasers must be taken out somehow, which is easier said than done with that nasty looking security robot lurking nearby.*

■ VERDICT

■ AMIGA

It's hard to believe this is running on an A500, it's a fine technical achievement with excellent graphics and subtle music. Thankfully the gameplay matches up to the programming cockiness with a neat blend of puzzles and simple arcade games, linked together with genuinely funny humour and an easy-to-use icon system. Overall this is one of the rare occasions when an adventure game will appeal to both veterans of the genre and newcomers alike

■ RIK SKEWS

■ GRAPHICS	92
■ SOUND	90
■ PLAYABILITY	86
■ VALUE	84

OVERALL ■

87

COMING SOON

PC AND CD32
■ Universe
■ Core

Expect 256 'proper colours' rather than the clever programming tricks used in the A500 version plus sampled speech and CD music.

■ EXPECTED RELEASE: OCTOBER

● GAME BY CORE DESIGN ● CONTACT CORE DESIGN (0332 297797) FOR MORE INFORMATION

SNES
PLATFORM
£44.99 OUT OCTOBER
GAME BOY VERSION AVAILABLE
NO OTHER VERSIONS PLANNED

JELLYBOY

Looking like a cross between a Bassett's Jelly Baby and a Mr Blobby Junior comes Ocean's little blob of joy...

Surely everyone's favourite confectionery moment of yesteryear has to be scoffing a pack of Jelly Babies at your local fleapit cinema; times change though, and now we're resigned to munching nachos at the local 48 screen mulitplex. Anyway enough nostalgia, Jelly Babies and the like, we're here with a genuine Jellyboy. He stars in Ocean's new platformer, where he uses his pliable jelly powers to transform into 27 different configurations by collecting the relevant tokens. The idea is that he can morph into a balloon, hammer, bomb, light bulb and so forth, and these different shapes enable him to reach new parts of the game's different worlds. There are seven such worlds to conquer, themed around kids' stuff like lego, mechano and other toys that young 'uns used to play before these new fangled videogames came along. It's your task to find six hidden items among these to complete the game.

Jellyboy is helped along by a couple of little friends who he picks up later on in the game, and there's your usual cluster of secret rooms, bonus games and teleports to keep the pace lively. Kind of sweet don't you think?

▲ *For a platform game Jellyboy doesn't make good use of parallax scrolling – but it is fast.*

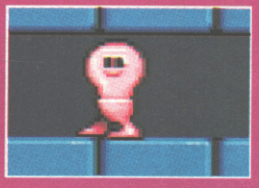
▲ *Jellyboy's main weapon is this expanding fist which lunges out of his belly. Unfortunately, he can't attack and move at the same time.*

▲ *Each world is a collection of stages as shown here. Walk over a pod and you play that section.*

▼ *That yellow block is Helpy Block who Jelly must punch around to make ledges for himself.*

JELLY ALLSORTS

Jellyboy can change into shapes which help him negotiate the game's hazardous levels. Here are some of the more interesting forms he takes on.



VERDICT

SNES

Jellyboy seems to be Ocean's answer to a Mr Blobby game. The idea of morphing Jellyboy into different shapes is quite original but the rest of the game is predictable; crumbling ledges, lifts, and drops have all been done better before. This is a decent game if silly characters are your thang, but otherwise it just doesn't reward you enough for your efforts. A game doesn't have to be original to be good but there's just something very bland about this.

DENIZ AHMET

GRAPHICS	81
SOUND	79
PLAYABILITY	80
VALUE	75

OVERALL

73

ALTERNATIVE

A1200

Putty Squad

Company/£Price

Here's a game which manages to merge a morphing central character with excellent ideas and top AGA graphics. A puzzle-lead game.

ISSUE 154: 87%

GAME BY OCEAN **CONTACT** OCEAN (061-832 6633) FOR INFORMATION **SNES CART SIZE:** 8MEGS

SIMON THE SORCERER

■ CD32

■ ADVENTURE GAME

■ £39.99 ■ OUT NOW

■ AMIGA, PC, A1200 AND PC CD-ROM ALSO AVAILABLE

■ NO OTHER VERSIONS PLANNED

Despite being blessed with a voice, things still aren't so simple for Simon...

Simon the Sorcerer appeared with little hype and surprised us all with its brilliance when it first arrived on Amiga. Now the CD32 version is here and like the PC CD-ROM disc the only difference from the floppy is the inclusion of sampled character voices. Hence Simon is now played by Chris Barrie of Red Dwarf and The Brittas Empire, while impressionist Roger Blake is the other contributor of note.

Gameplay is unchanged and sees you as Simon the streetwise teenager who gets sucked into a land of wizardry and must solve plenty of point 'n' click puzzles, beat the bad guy, save the kingdom and somehow get back to Earth. Limited interaction with characters is achieved through a number of on-screen replies which range from friendly to the sort of sarcastic comment Chris Barrie is probably used to after six series of Red Dwarf.

▲ Click on the game window to move where you want to, while the panel at the bottom of the screen lets you do many other actions, like eat and talk.

▲ Leave Simon alone and like all good teenagers he'll get his walkman out and start grooving.

▲ Swampling makes best use of the CD speech. Amazingly enough his new-found vocals make him sound even more pathetic than before.

Being on CD32 you'd expect 256 colours, and you get them. The thing is you don't really notice the difference in quality because the original graphics were so good. ▶

▲ If you manage to survive then you'll eventually reach this screen, which is the end of the game. Get ready for a surprise.

STARS IN THEIR EYES

Apart from Chris Barrie, Tony 'the Goat' Dillon of CU Amiga fame and ex-CVG writer Steve 'the Dwarf' Keen also contribute vocals to Simon the Sorcerer.

VERDICT

■ CD32

I still regard the original game very highly and gameplay wise this is no different, though playability is slightly increased since you don't have a nine-disk horror. The speech is well acted, but Chris Barrie's highly distinctive voice detracts from the personality and charm of the original script. Still, along with Beneath a Steel Sky this is my favourite Amiga adventure and as the former is not yet available on CD it's an essential buy.

■ RIK SKEWS

■ GRAPHICS	90
■ SOUND	84
■ PLAYABILITY	87
■ VALUE	82

OVERALL ■

86

COMING SOON

AMIGA/A1200/PC/PC CD-ROM

■ Simon the Sorcerer

■ AdventureSoft

Chris Barrie and co will also feature in the soon-to-arrive sequel which should feature more glorious humour and puzzles, and a much bigger challenge than before.

■ EXPECTED RELEASE: NOVEMBER

GAME BY ADVENTURESOFT ● CONTACT PDQ (021 625 3377) FOR MORE INFORMATION.

MEGARACE

■ MEGA-CD
■ RACING
■ £UNCONFIRMED ■ OUT NOW
■ CD PC VERSION ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

You've seen Crash 'n' Burn on the 3DO, well here's a cheaper alternative which is just as high on car-nage...

If you've seen the movie Running Man then you will have a good idea of the sort of atmosphere prevailing in this game. For those who haven't, well Megarace is played as a game show where the idea is to race around a succession of 16 tracks bumping off rival gangs and ultimately earning prizes. You get three laps per track to destroy all opponents, and to help you out there are power-ups sprawled across the road surfaces. If you manage to defeat the boss car you can then select that vehicle for the next course. The idea being that on later tracks you'll have to select cars strategically.

No game show is complete without a host though, and Megarace has Lance Boyle. You'll see Lance before and after every race and his blend of humour, endless chat and bright jackets leaves you thinking one thing: 'Shut up Lance'.

▲ *You get a new car after each course which can be selected for use in the next.*

Some of the later tracks are quite extravagant with loops and spin – but the illusion isn't that good really. ▶

▲ *All your power-ups are on the surface of the road. They're always in the same place though, so it's not too difficult to win a race.*

▲ *Once you've run out of bullets you have to bash opponents to death, this often makes you spin-off dangerously.*

BLINDING

Megarace features one of the longest and impressive introduction sequences we've ever seen. Here's a glimpse.

OTHER VERSIONS

The PC version offers no more of a game than the Mega-CD version, but it does benefit from better disc access, plus sharper and better coloured graphics.

PC-CD
● ISSUE 150 ● 91%

VERDICT

■ MEGA-CD

When I first played Megarace on PC my reaction was to frown at the simplistic gameplay. But Megarace soon becomes very addictive. Perhaps it's the lure of the lush graphics and tension of each track. For the Mega-CD version technical wonders have been worked because nothing has been lost in conversion; fewer colours is the only difference. However, the control system lets the game down; it's just too sensitive against the speed of the scrolling.

■ DENIZ AHMET

■ GRAPHICS	85
■ SOUND	70
■ PLAYABILITY	80
■ VALUE	83

OVERALL ■

75

● **GAME BY** CRYO ● **CONTACT** MINDSCAPE (0444 246333) FOR INFORMATION

BUBSY 2

■ SNES AND MEGA DRIVE
■ PLATFORM
■ £TBA ■ OUT SEPTEMBER
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

Is this a tough alley cat or one wet pussy? We drag Bubsy from his litter tray to see what he can do.

Bubsy the bobcat has made it to a sequel, but what does that mean exactly? Well, sequels to platform games generally mean more of the same, and that's what you've got here. Again Bubsy goes on a high-speed dash, bouncing on baddies and gathering pick-ups against the clock. Considering this is a platform game, though, there's a shortage of things to jump on in some of the levels, which means you need even better timing to land on what's there – and this is exactly what gives Bubsy its playability.

It's set in a building where Bubsy, now demoted to janitor, has to clear out the nasties while searching for his lost nephew. Easy it ain't.

■ MEGA DRIVE

▲ Bubsy can glide around when he's falling and doesn't die no matter how far he drops.

■ SNES

▲ Bubsy grabs the attention of passing baddies by waving his black snot-rag.

▼ With his new-found hydroplaning skills, Bubsy can surf along streams and other bodies of water.

■ MEGA DRIVE

■ SNES

▲ Once airborne Bubsy has to collect marbles and shoot anything else. The collision detection is poor here.

AARRGGH! WORLD'S APART

Bubsy is set over a series of five themed worlds. These are Egyptian, Space, Musical, Aerial and Mediaeval. Here's a shot of each stage.

NINE OUT OF TEN OWNERS PREFER BUBSY 2...

● GAME BY ACCOLADE ● CONTACT ACCOLADE (081 788 0200) FOR MORE INFORMATION

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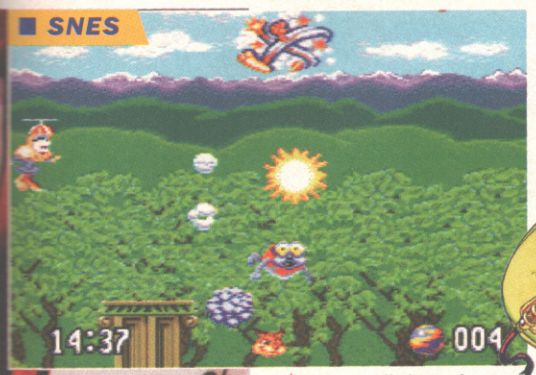
■ SNES



▲ Repeatedly bouncing on the enemy send Bubsy into this spin which, basically, just looks good.

■ MEGA DRIVE

▲ Bubsy dies instantly if he treads on these spiky blocks, so try to remember where they are.

■ SNES

▲ Collect items like plasters to keep Bubsy's energy in topper condition.

■ MEGA DRIVE

▲ If he can find one, Bubsy can make use of a gun to kill his opponents instantly.

ALTERNATIVE

CD32

■ Zool 2

■ Gremlin/£25.99

The best of all the Zool games comes on the CD32 with improved graphics, smart intro and excellent music. One of the best CD32 platformers around.

151: 85%

■ VERDICT

■ MEGA DRIVE

Bar a few faults, this is a decent platformer. There's a lot to explore and the pace is certainly fast. There's hardly any difference between this and the SNES version but it's more of an achievement on the Mega Drive. If you liked the first game you'll certainly like this sequel – but if you disliked it the chances are you'll have the same gripes about Bubsy 2. Not as good as it should have been, but playable all the same. A good alternative to Sonic and co.

■ GARY LORD

■ GRAPHICS	79
■ SOUND	72
■ PLAYABILITY	80
■ VALUE	77

OVERALL

80

■ VERDICT

■ SNES

What lets this game down is the scrolling – which is actually worse that it was in the first game. Bubsy himself doesn't offer many physical attributes and therefore isn't the most tactile character to grace a platform game. However, the size and variety of the levels makes up for that considerably, and it'll take you a fair while to complete. However, compared to something like Konami's Sparkster, Bubsy 2 shouldn't be allowed in the house.

■ DENIZ AHMET

■ GRAPHICS	70
■ SOUND	73
■ PLAYABILITY	76
■ VALUE	82

OVERALL

79

COMING SOON

JAGUAR

■ Bubsy

■ Accolade/ £TBA

A specially written version for the Jaguar should ensure a much better game of Bubsy. Themed around fairy tales this is looking very smart and fast.

■ EXPECTED RELEASE: JANUARY

OUTNOW HANDHELDS

Portable playability – the best new handheld carts to hit the shelves...

MORTAL KOMBAT 2 / GAME GEAR / GAME BOY / ACCLAIM

PRICE: £34.99/£29.99

Both conversions of the smash coin-op are in a league of their own when it comes to hand-held beat-'em-ups. There's simply nothing around which can come close to matching them.

■ Issue 154: GB 90%/GG 88%

LUCLE / GAME BOY VIC TOKAI

PRICE: £24.99

Another puzzle game for the Game Boy, but this stands out because it's actually very good. It's a bit like Marble Madness meets Q*Bert, but with plenty of original features of its own.

■ Issue 154: 81%

DONKEY KONG COUNTRY / GAME BOY / NINTENDO

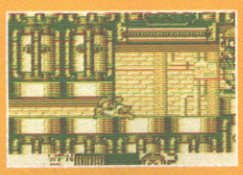
PRICE: £29.99

The first Super Game Boy game is also equally excellent on normal hand-held Game Boys. It plays like the original Donkey Kong, but with bigger levels and much more to do.

■ Issue 153: 92%

MEGA MAN 3 / GAME BOY / NINTENDO

PRICE: £19.99



Before Ken and Ryu came Mega Man, Capcom's original superstar. The real attraction lies in the difficulty – it's a real pig. If you can complete Marioland with your eyes closed, try this for size.

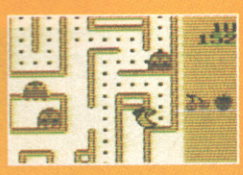
■ Issue 153: 79%

AVOID

Small and imperfectly formed

MS PACMAN / GAME BOY / NINTENDO

PRICE: £24.99



Pacman with a bow and no fun is the best way to describe this piece of plop. It's not playable and, frankly, you'll be bored after your third go. Doesn't cut the mustard by today's standard.

■ Issue 152: 32%

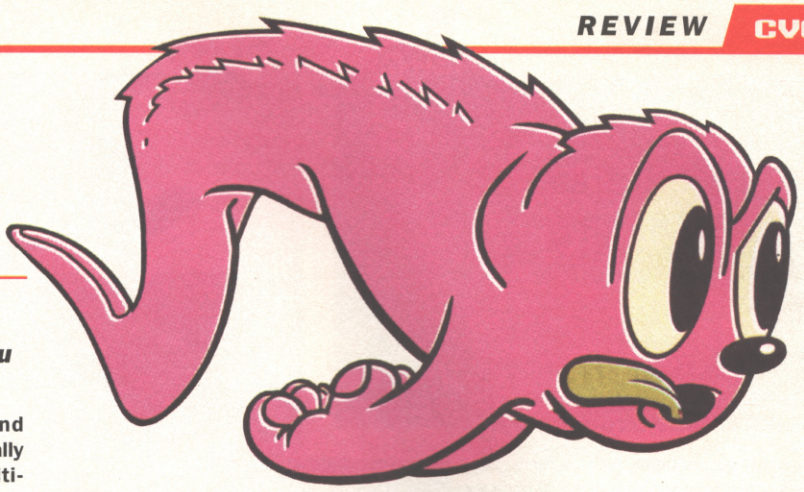
● BOBCATS ARE, BY NATURE, VERY FEROCIOUS TWISTED LITTLE FELINES, WHO GO BY THE NAME OF LYNX RUFUS TO THOSE IN THE KNOW – THEY KILL SMALL ANIMALS AND DON'T LIKE PLATFORMS.

SUPERSHORTS

Before you pay for that shiny new game, check the CVG rating first...

	GRAPHICS	SOUND	PLAYABILITY	OVERALL
ISHAR 3 ● AMIGA ● £32.99 BY SILMARILS *A must for RPG fans and no mistake.*	Some of the best yet seen in an Amiga RPG, brilliantly drawn with spectacular use of colour.	Adequate and competent, but doesn't really do anything stunning or in any way unexpected.	It's good and immersive, with plenty to see and do, but nothing Earth-shatteringly original.	83%
SPIDERMAN AND THE X-MEN ● GAME GEAR ● £TBA BY ACCLAIM *Slick and action-packed platform adventure.*	The sprites retain their comic look and are well animated, although a couple of the backgrounds are a bit confusing.	The music is truly ace, especially for the Game Gear, but the speech is hissy and rather bad.	A lot of variety between the stages, reflecting the differences between the characters you play.	88%
SOCCER KID ● PC ● £29.99 BY KRISALIS *Footie-based platform action.*	Looks quite consoley, but there's a definite PC feel to it, if you see what we mean. Just look at the screenshot.	All very jolly and candyfloss and fun and cute and you're going to be sick. Bring back the Bee Gees.	Something of a console stylee platform title, with some intriguing puzzles. Quite good fun.	79%
TAZ 2 ● MEGA DRIVE ● £TBA BY SEGA *Distinctly average platform title.*	The best bit. Most cartoony and even – gasp! – humorous in places, plus some cool animation.	Tinny and trumpy and not exactly what you'd want to call entertaining, unless you're Frank Zappa. In which case you're dead.	Almost exactly the same as the original Taz, and in these days of Dynamite Headdy that isn't good enough.	68%
AN AMERICAN TALE – FIEVAL GOES WEST ● SNES ● £TBA BY VIRGIN *Above average platofrmer – not bad.*	Top notch representations of the famous cartoon characters and their similarly animated backgrounds.	Once again, a cute platform game has kiddy tunes and lots of 'wooop'-type sound effects.	It's not particularly original, but American Tale features plenty of variety and at least a few surprises.	81%
CASTLES 2 ● PC CD-ROM ● £39.99 BY INTERPLAY *Well defined medieval strategy game.*	Functional, with some entertaining intermission stills, but nothin' too fancy.	Oh come on, you know the dirll by now – it's a PC strategy game. What do you think the sound's going to be like?	Let's face it, this market is getting a little overcrowded. Still, this is a decent enough little title.	76%
ANIMALS ● MEGA-CD ● £TBA BY MINDSCAPE *An animal encyclopedia. Which is crap.*	The static animal pictures are good, but the FMV – which is most of the visual footage – is terribly grainy.	When it's good, it's great – fantastic sampled animals. When it's bad, it really does suck quite heartily.	Not enough animals to make it educational, and too many blathering humans to make it entertaining.	21%
BURNTIME ● AMIGA ● £TBA BY MAX DESIGN *Highly disturbing post-holocaust stategy game.*	Being a strategy game, the sprites are a bit titchy and not all that brilliant, but they're perfectly adequate for the job.	A bit on the sad side, to be honest. It's hard to write a soundtrack to a post-holocaust strategy game, I should imagine.	There's nothing new on offer, but the game is enjoyable enough, if you're a sick, morbid person who never sleeps.	79%

● MAX DESIGN ● **MINDSCAPE 0444 246333** ● INTERPLAY 0865 390029 ● **VIRGIN 081-960 2255** ● SEGA 071-373 3000 ● **KRISALIS 0709 372290** ● ACCLAIM 071-344 5000 ● **SILMARILS – DAZE MARKETING 071-328 2762**



ALIEN OLYMPICS

GAME BOY
SPORTS
£24.99 OUT SEPTEMBER
NO OTHER VERSIONS AVAILABLE
NO OTHER VERSIONS PLANNED

Do you ever resort to bashing the controls when a game annoys you? Well here's a game which makes you want you to do that all of the time.

Back in the days of Commodore 64s and Spectrums one type of game sold especially well. We're talking of course about multi-event sports games, particularly Daley Thompson's Decathlon. You can blame Ocean for that, and with it the classic control system which had you thumping away at the left-and right-keys - itself a concept pinched from Konami's Track and Field coin-op.

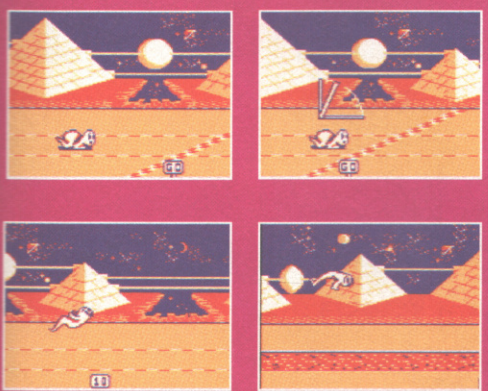
Many blisters on and Ocean now presents a quirky alternative in the shape of Alien Olympics. There are 15 events in this game, which admittedly aren't particularly skillful but are quite imaginative all the same; instead of hurdles for example you get leech-type creatures jumping laser beams, or similarly the long jump pit appears as a pool of acid. Retro games? Good or bad, check out the verdict for that all-important opinion.

In one-player mode you always play against the computer opponent and usually on a split-screen.

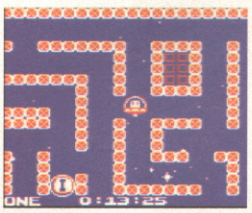
Not all events involve tapping keys. Some require you to do things at funny angles, such as this archery-inspired shoot-up.

GET ON TRACK

Here's an example of one of the more demanding alien events. For the 'Lunge Leap Splat' challenge you need to tap the A/B keys to build up speed then calculate the bouncing angle three successive times to clear the pit.



The presentation is always clear and helpful. Most events use a sliding bar to illustrate the speed reached by tapping the keys.



One of the more enjoyable events in the game is this PacMan-inspired stage where you have to try and escape the maze.

VERDICT

GAME BOY

Well this is certainly just about the most physically demanding game the Game Boy has ever seen. Most of the time you don't even need to look at the screen. Having said that, 15 events is more than you ever got in those ancient 'Track and Field' type games and the alien angle is quite jolly and well-animated. The real problem is that the one-player mode isn't particularly challenging, so its real appeal is as a two-player game.

DENIZ AHMET

GRAPHICS	79
SOUND	40
PLAYABILITY	74
VALUE	83

OVERALL

76

COMING SOON

MEGA DRIVE
Tiny Toon Sports
Konami

A congregation of wacky sports events and cute characters merge into a package which is bound to be a big hit on the strength of the cartoon. Looking good.

EXPECTED RELEASE: OCTOBER

GAME BY OCEAN. CONTACT OCEAN (061 832 6633) FOR INFORMATION.

- PC
- SIMULATION
- £UNCONFIRMED
- OUT OCTOBER

- PC VERSION AVAILABLE
- CD32 VERSION PLANNED

CVG HIT!

Forget TIE Fighter, why not join up and battle the Rexxon hordes in Digital Image Design's stunning new space combat experience...

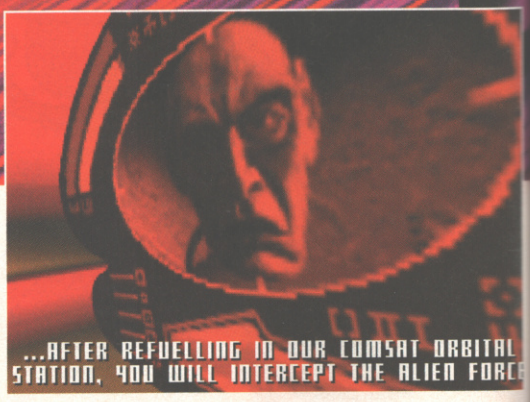
INFERNO

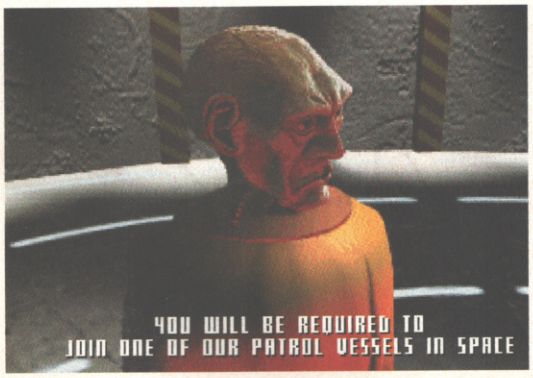
Vacuum-packed in an orange pressure suit, this is mankind's greatest space pilot. That's you that is. ◀

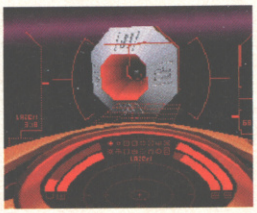
Inferno is here, a free-form, cinematic space opera. With over 700 missions, three modes of play (Arcade, Evolutionary and the full blown campaign, Director's Cut) and a starfighter loaded with lasers and torpedoes, if ever there was a game that could claim to be an 'interactive movie', this game is *it*. You play the space pilot and in a series of epic battles you must defend your fragile solar system from the evil Rexxon Empire. Like X-Wing, Inferno is a tale of a band of humans fighting a powerful enemy, but with cinematic mission briefings, digitised speech, a soundtrack by Goth band Alien Sex Fiend and a huge 3D world to fly around in, it's bigger, better and more fun to play.

Unlike X-Wing, TIE Fighter or Wing Commander, the missions are massively varied. You're not just confined to flying around in space. You'll have the opportunity to dive headlong into satellites, descend on to planets and even dogfight in the depths of huge alien spacecraft. Is Inferno better than TIE Fighter? Only you can decide...

If you run out of weapons, there are often combat pods scattered around that allow you to replenish your stores. ▼



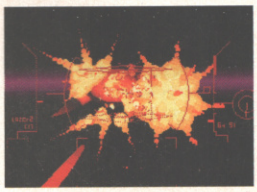




▲ *Mission briefings aren't just conducted on Terra Nova, you can also be contacted aboard your ship on the deep-space equivalent of the car phone.*

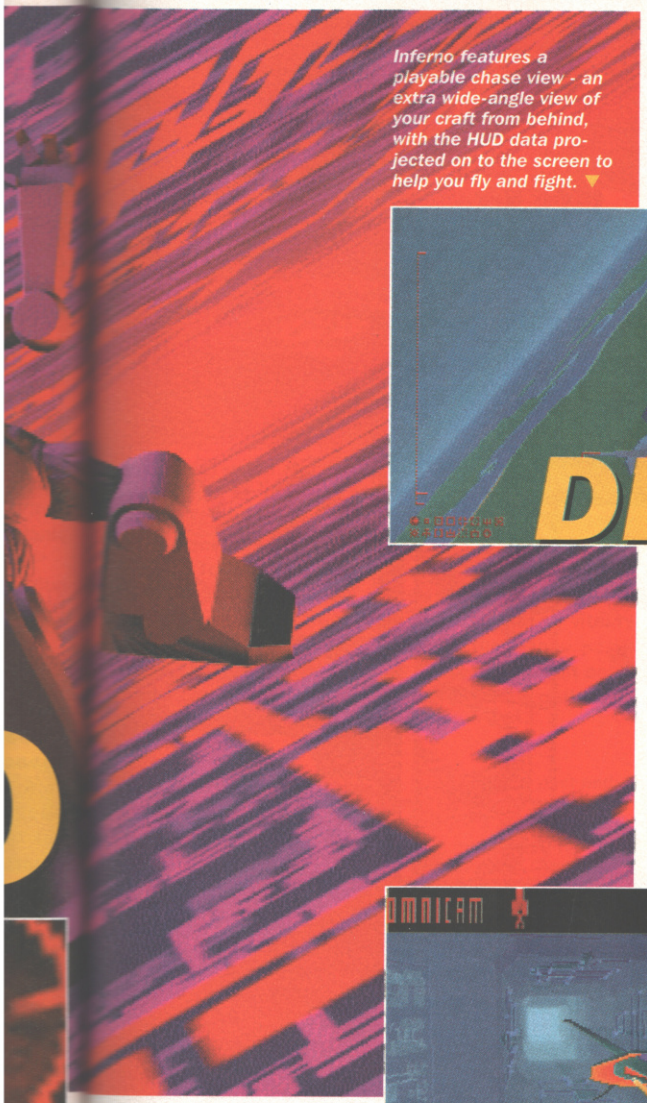
◀ *Unlike a combat 'simulation', In Inferno you have the equivalent of three lives. If you should die, you get beamed back to Terra Nova to try again.*

▲ *Inferno features some stunning 'cinematic' mission briefings complete with digitised speech.*

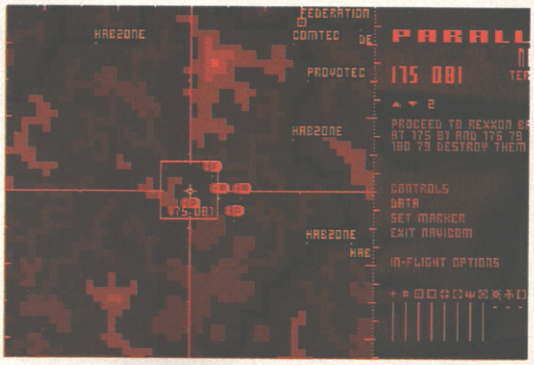


Deep-space dogfighting is extremely satisfying. Another Rexxon bug-ship bites the dust. ▶

● GAME BY OCEAN/DIGITAL IMAGE DESIGN (061-832 6633) ● IF YOU DON'T OWN A CD-ROM DRIVE, DON'T DESPAIR. OCEAN WILL EVENTUALLY RELEASE A CUT-DOWN FLOPPY DISK VERSION, MINUS MOST OF THE PRETTY CUTSCENES...



Inferno features a playable chase view - an extra wide-angle view of your craft from behind, with the HUD data projected on to the screen to help you fly and fight. ▼



▲ The Navicom system allows you to set waypoint markers for your autopilot and is an invaluable aid to navigating inside the larger spacecraft.

DISKO INFERNO

SECOND OPINION

Now I'm a great fan of TIE Fighter and I was extremely dubious about Inferno when I first saw it playing; it looked complicated, there are no wingmen and the 3D graphics are somewhat basic. But, if you actually take the time to sit down and play it, you start to realise what a good game it really is. The missions are huge and some take upwards of 45 minutes to complete, while the sheer variety of the missions and attention to detail is superb.

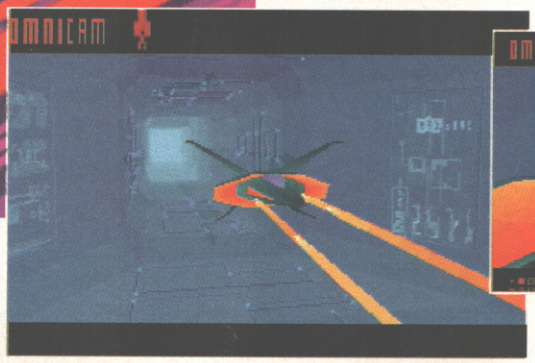
■ GARY LORD

■ VERDICT

■ PC

I've been waiting for Inferno for a long time and thankfully my faith in the game has not been disappointed. It's a huge game, encompassing deep-space and planetary combat, with all the features of a top-notch flight sim, but the feel and the playability of an arcade game. If I have a gripe it's that the disc accessing is painfully slow and breaks up the flow of the game, but this aside Inferno is stunning and if you've got a CD-ROM drive, this must be an essential buy.

■ DEAN EVANS



Combat doesn't just take ▶ place in deepest space, you'll also have to fly into buildings and across the surface of planets.

▲ Inferno is the first space game to feature a flight sim-style 'virtual cockpit' mode.

AND YOUR ENEMY FOR TODAY IS...

Your enemy – a Rexxon – looks like this. This is Kreeg the Rexxon enemy champion. He's a nice guy, but totally stupid.

Kreeg and his kind will often completely overwhelm you with these Rexxon starfighters. They're poorly armoured but there's a lot of them.

If the battle is going badly, Kreeg will retreat to the safety of the bug-ship, a huge Rexxon capital ship that can only be destroyed by flying inside it and blowing up the engine reactors.

This is what the Rexxons are after, Terra Nova or New Earth. Don't let them get even close otherwise you can book both you and mankind a one-way ticket to extinction.

■ GRAPHICS	88
■ SOUND	97
■ PLAYABILITY	93
■ VALUE	93

OVERALL ■

93

● INFERNO IS THE 'UNOFFICIAL' SEQUEL TO DID'S EARLIER SPACE COMBAT GAME, EPIC. IT'S UNOFFICIAL BECAUSE EPIC DIDN'T DO ALL THAT WELL. SO SSSSHHHHHH...

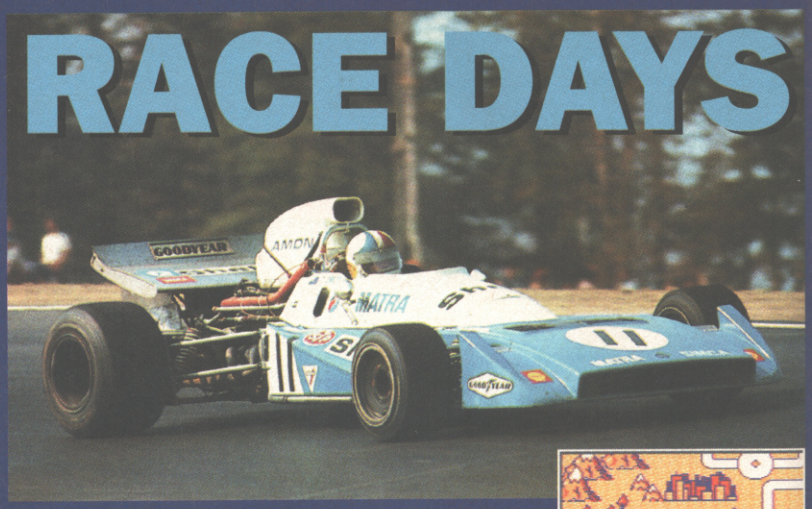
RACE DAYS

■ GAME BOY
■ RACING GAME
■ £24.99 ■ OUT OCTOBER
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

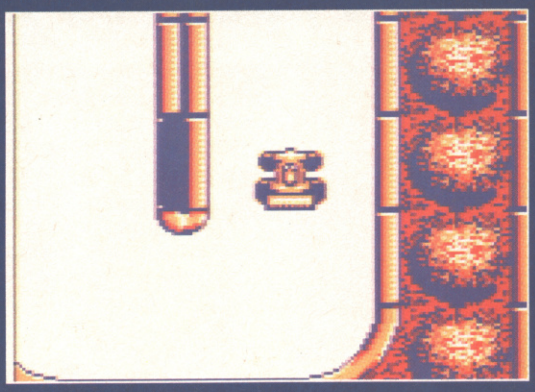
It's summer sale time down at Gametek as it offers two games for the price of one...

It's becoming increasingly difficult to find a bargain, and that's especially true in the computer industry where many companies have tried to fob the public off with any old rubbish and charge a premium price.

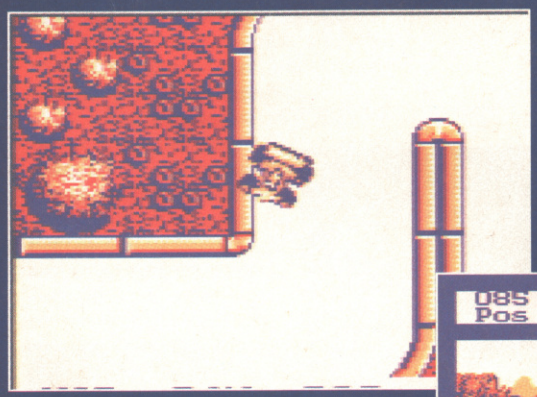
Thankfully the public aren't standing for it any more with only quality titles selling. With this in mind Gametek has bundled together what it considers two decent titles in one cart and released them for the price of one product. 4 Wheel Drive is basically the oldie Jeep Jamboree, which is like the more recent Lotus and Top Gear games for those who can't remember that far back. More interesting though, is Dirty Racing which plays in a similar fashion to Super Sprint, while adopting the overhead perspective of the classic Micro Machines.



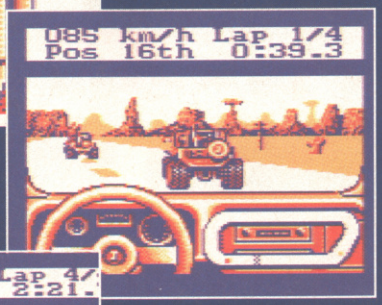
▲ *Dirty Racing: Progress through the races is shown via this Mario-style map.*



▲ *Dirty Racing: Hit these flashing blocks for one of a number of bonuses like damage reduction.*



▲ *Dirty Racing: Smashing into the wall is easy when you first play. It racks up the damage which hampers the car's performance, so remember to go easy.*

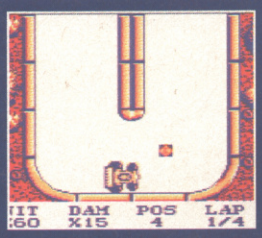


▲ *4 Wheel drive: No matter how badly the jeep is treated it seems nigh on impossible to damage.*

◀ *4 Wheel Drive: The graphics are very smooth but the game is repetitive and becomes boring quite quickly. Stick with Dirty Racing.*

▲ *Dirty Racing: Use the prize money from completing races to boost the car's abilities and to repair damage.*

▲ *4 Wheel Drive: Like the Lotus games there's plenty of on-road obstacles to try and avoid, as well as bonuses to pick up.*



▲ *Dirty Racing: Turbos can be bought, but they also litter the track, so save money and collect them!*

■ VERDICT

■ GAME BOY

Competent racing games are few on Game Boy, so to get one good and one excellent one in one package is solid value for money. 4 Wheel Drive is the good game, with excellent and smooth first-person perspective graphics, but the tracks quickly become repetitive, it's Dirty Racing that will be selected most of the time. It looks like Micro Machines and shares its brilliant gameplay too. More bargains like this please softcos.

■ RIK SKEWS

■ GRAPHICS	80
■ SOUND	71
■ PLAYABILITY	81
■ VALUE	85

OVERALL

82

ALTERNATIVE

GAME GEAR
■ Micro Machines
■ Codemasters/£27.99

Excellent on every format, Micro Machines on Game Gear is a bargain since it allows two players to play the game on one machine.

■ ISSUE 148: 89%

● GAME BY GAMETEK ● CONTACT GAMETEK (0753 553445) FOR MORE INFORMATION

KID CHAOS

■ AMIGA

■ PLATFORM

■ £25.99 ■ OUT NOW

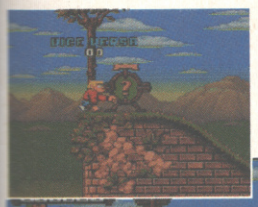
■ NO OTHER VERSIONS AVAILABLE

■ A1200 AND CD32 VERSIONS PLANNED

First he started life as Kid Vicious, now he's Kid Chaos. The gameplay's been left untouched though... Good or bad thing? Discuss...

Kid Chaos is platform based and draws inspiration from Sega's ultra successful Sonic the Hedgehog games, although it also plays a lot like Ocean's earlier platform hit Mr Nutz. The basic idea is to reach the door at the other side of each level. Thing is, the door's locked and the only way to open it is to smash up a preset amount of the background scenery.

To aid the boy Chaos in his quest, there's the usual amount of handily placed restart points, plus bonus posts which offer treats like increased vitality and extra time. Watch out though, the bonus posts are sometimes booby trapped! There's also fruit scattered around the play area which once collected restores the Kid's vitality.



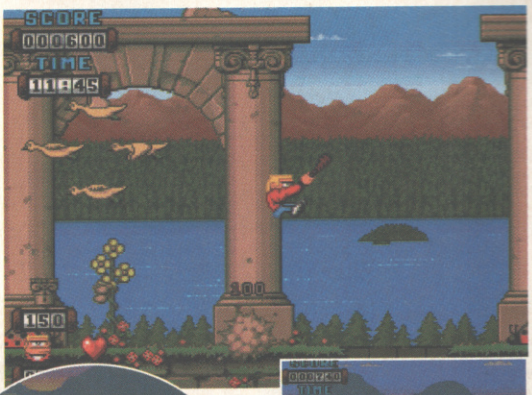
◀ *Hit this bonus post and one of a number of bonuses will be Kid's reward. Usually that is, because on rare occasions there can be a booby prize*

▲ *The programmers are obviously Sonic fans, there's loads of references from the Sega games like these springs for instance.*

▲ *Here's one of the doors which Kid Chaos is trying to get open. They'll always be found at the far right in each level.*

▲ *Kid Chaos is full of neat programming tricks like the way the music becomes quieter when Kid's submerged.*

▲ *Everything about Kid Chaos is very slick and shows that given a decent programming team the basic A500 is still a powerful machine with a lot of life left in it still.*



◀ *Kid's movement is inertia heavy, has a high running speed and can spin through the air for a fair distance.*

▲ *The fruit scattered around each level repairs some of Kid's health, but thankfully he repairs himself slowly as well by staying away from anything else nasty.*

■ VERDICT

■ AMIGA

Like Renegade's Elfmania and Ruff 'n' Tumble, Kid Chaos shows that given a talented programming team, there's plenty of surprises that can be squeezed out of a standard Amiga. Ultra smooth and fast scrolling, fantastic control and thumping techno music, the game is full of professional touches. My only gripe is it offers nothing new in an overpopulated genre. Still, it's good mindless fun, but it won't convert you to the Amiga if you're a console platform fan.

■ RIK SKEWS

■ GRAPHICS	86
■ SOUND	87
■ PLAYABILITY	83
■ VALUE	80

OVERALL

82

COMING SOON

A1200

■ Kid Chaos

■ Ocean

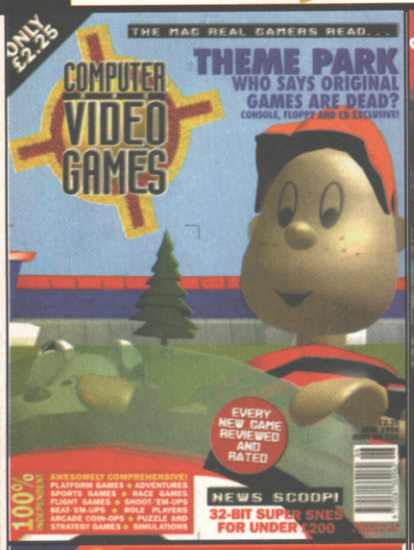
Expect all the usual trimmings like 256 colours and better parallax scrolling. It looks good already but these refinements should make it even better.

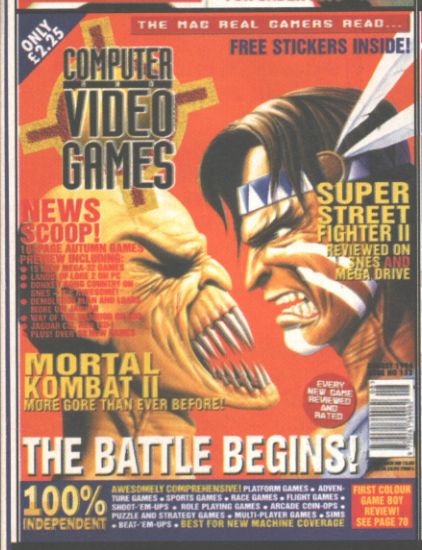
■ EXPECTED RELEASE: OCTOBER

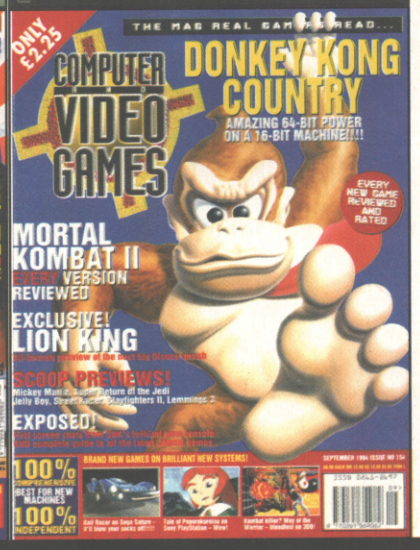
● GAME BY MAGNETIC FIELDS ● CONTACT OCEAN (061832 6633) FOR MORE INFORMATION

COMPUTER AND VIDEO GAMES

BACK ISSUES







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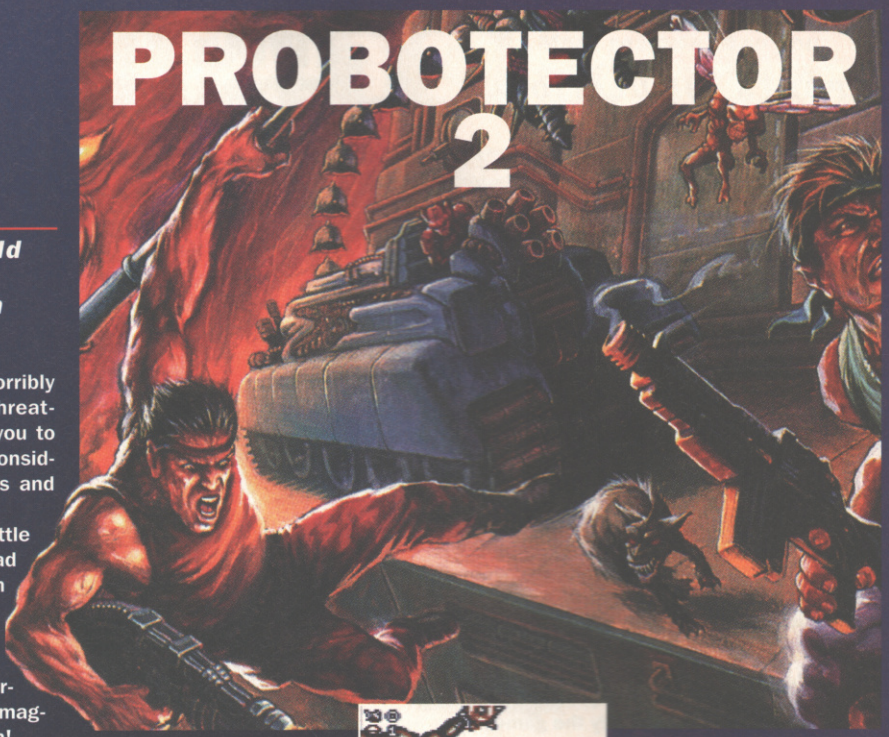
PROBOTECTOR 2

GAME BOY
ARCADE
£24.99 OUT OCTOBER
SNES VERSION ALSO AVAILABLE
NO OTHER VERSIONS PLANNED

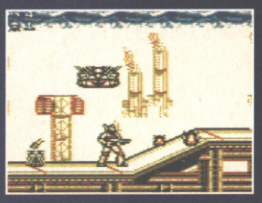


We said the Super Game Boy would encourage better GB games. Now Konami brings you the conversion which seemed impossible...

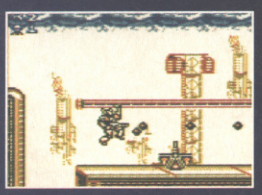
The caring, sharing millennium went horribly wrong and the Earth has now been threatened by invaders. It's naturally up to you to repel the alien scum, which isn't a bad move considering you get to play with some hefty weapons and the chance to be a world hero.

Probotector is a relentless scrolling battle across five levels played in side-on and overhead perspectives, and the fighting is always as much about accurate aiming as it is about using your surroundings for cover. There's the odd vehicle to jump inside but the battle is mainly on foot. Keep alert and you might just might keep yourself alive to see some of the biggest and most imaginative boss sprites the Game Boy has ever seen!

▲ *For two levels the action switches to overhead perspective. This isn't as easy as it looks because you haven't got a radar to see oncoming dangers.*

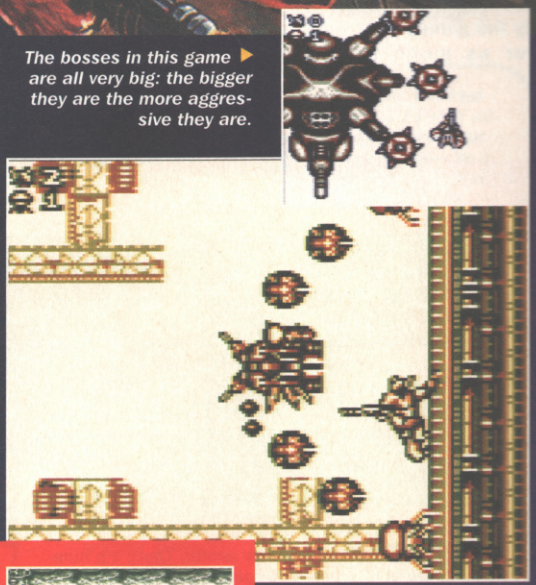


▲ *If you blast an enemy collect the power-up token.*



Unlike the SNES version, you can't select between the weapons you've collected. ▶

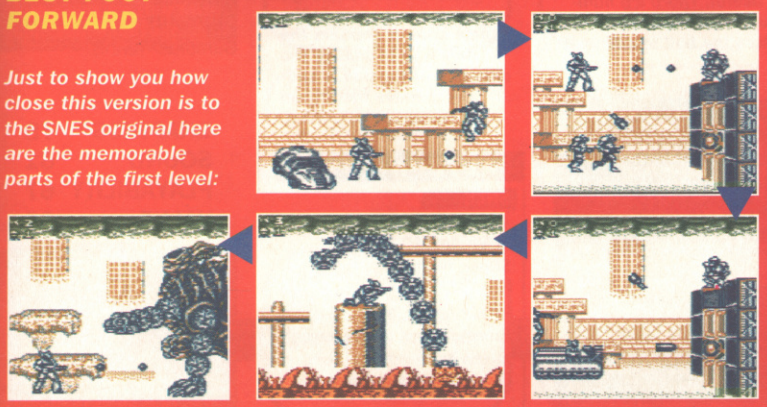
The bosses in this game are all very big: the bigger they are the more aggressive they are. ▶



▲ *You lose all your weapons if you get hit. This is immensely frustrating if it happens just before reaching a boss.*

BEST FOOT FORWARD

Just to show you how close this version is to the SNES original here are the memorable parts of the first level:



VERDICT

GAME BOY

The original SNES game is one of my all-time favourites and this version has captured its appeal perfectly. It lacks the simultaneous two-player option, but there's more than enough action to keep you occupied. Probotector offers arcade quality action with lots of variety, awesome bosses and crippling power-ups. Played on a Super Game Boy you also get improved sound effects. Probo 2 is a worthwhile conversion, especially if you haven't experienced it on SNES.

DENIZ AHMET

GRAPHICS	90
SOUND	85
PLAYABILITY	93
VALUE	94

OVERALL

84

OTHER VERSIONS

The SNES version is a truly worthwhile purchase. Great graphics and hectic gameplay offer a brilliant challenge. Especially fab in two-player mode.

SNES
ISSUE 126 ● 91%

● **GAME BY** KONAMI ● **CONTACT** KONAMI (0895 853000) FOR INFORMATION

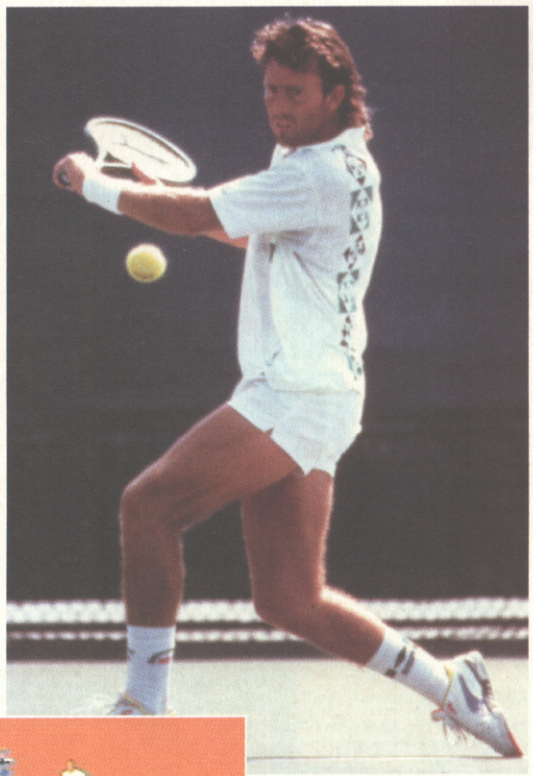
IMG INTERNATIONAL TOUR TENNIS

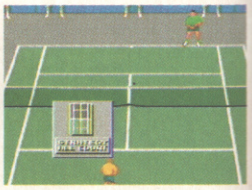
■ MEGA DRIVE
■ SPORTS SIMULATION
■ £44.99 ■ OUT NOW
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

Can it be true, could EA Sports have finally hit its double fault on the Sega Mega Drive?

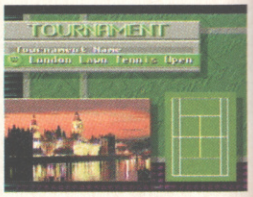
Think of a quality software house and chances are that EA's sub-division EA Sports (and EA itself come to think about it) will probably spring to mind. FIFA Soccer, the NHL Hockey and John Madden series have all helped Electronic Arts into the position of being one of the biggest software houses in the world.

Sooner or later though, even the best software companies can come up with a duffer and IMG International Tour Tennis looks like being the one for EA. First impressions are deceiving and the decent presentation distracts from the game's limitations. There's some quality digitised images of the countries where the action takes place and the rotoscoped sprites are far more impressive than those in Pete Sampras' Tennis, but sadly the gameplay is frustrating at times and never as much fun as Codemasters' game.



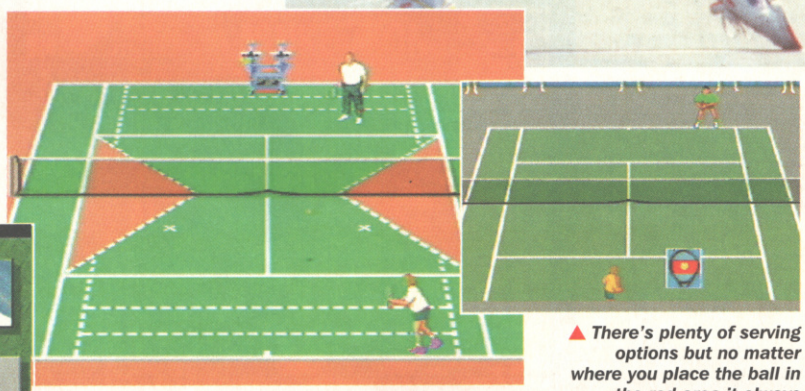


▲ *Like football, there's a number of strategies you can adopt during the game, such as staying near the net to drop the ball over it.*



▲ *As well as a single exhibition match you can also compete for cash and glory in a number of tournaments and tours.*

EA must have had the cheque book out again because there's plenty of real players to be found in the game including our own Jeremy Bates. No Pete Sampras for some reason though, obviously the Codies' cheque book was bigger... ▼

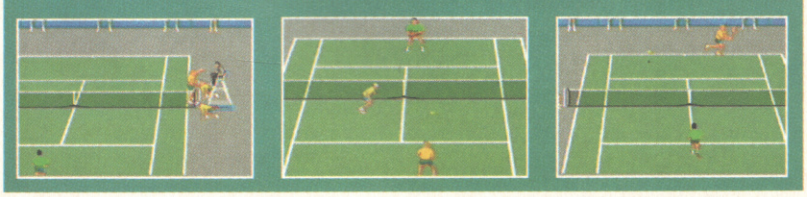


▲ *There's plenty of serving options but no matter where you place the ball in the red area it always seems to end up in the same spot. It appears the only way to change the direction of the ball is simply to move the joypad after you've served.*

▲ *The practice option is pretty useful. There's a number of lessons to progress through which teach you how to accurately place and return the ball to different parts of the court.*

ARRRGH!

International Tour Tennis is full of niggly little points which ruin the game. When the computer opponent decides to argue with the ref there's nothing you can do to stop him; the ball boys can never decide who should get the balls – which wastes even more time – and the bizarre, unrealistic way the player runs about also proves very annoying.



VERDICT

■ MEGA DRIVE

There is a decent game here trying to escape, but it can't as this product is deeply flawed in places. It's packed with delays. Serving takes ages and the screen has to realign itself after every play. The computer opponent often argues with the ref which you can't stop, while the ball boys can't decide who should pick the balls up. With a little more work this could have been excellent but I'd rather play Pete Sampras' Tennis.

■ RIK SKEWS

■ GRAPHICS	78
■ SOUND	61
■ PLAYABILITY	67
■ VALUE	65

OVERALL ■

65

ALTERNATIVE

SNES
■ Smash Tennis
■ Virgin/£49.99

Super Tennis was the previous SNES fave but it's knocking on a bit. Virgin's Smash Tennis has deservedly stolen its thunder.

■ ISSUE 153: 90%

● GAME BY EA SPORTS ● CONTACT ELECTRONIC ARTS (0753 549 442) FOR MORE INFORMATION

SUPERSHORTS

More reviews than you could fit in a 132-page games mag. Probably – not.

	GRAPHICS	SOUND	PLAYABILITY	OVERALL
OUT TO LUNCH ● CD32 ● £29.99 BY MINDSCAPE *An unoriginal but highly playable platformer.*	Exactly the same as the brilliant A1200 version and comes complete with that lovely parallax scrolling.	Chirpy little ditties but the sound FX are fairly average and can annoy after a while.	Very playable and good fun, although it can get repetitive and pixel perfect timing is often called for.	
QUIK – THE THUNDER RABBIT ● AMIGA ● £16.99 BY TITUS *God save us from Titus budget games.*	Unsurprisingly cute, although the colours look a little washed-out and the sprites are a bit small.	Jolly, bouncy tunes which are guaranteed to have you climbing the walls and strangling your pets within minutes.	Not what you could call strikingly original, and it's a little Sonic-esque in places, but still good fun.	
STAR WARS CHESS ● MEGA-CD ● £TBA BY MINDSCAPE *Stupid idea for a chess game. Stupid game.*	Terrible Droids-like animations of the characters, with no character. They're just downright crap.	Equally excremental. The only effects are in the piece-taking animations. Although admittedly, these are OK.	It's chess. But the stupid viewpoint makes it impossible unless you use the non-Star Wars overhead view. Stupid.	
OVERLORD ● PC ● £35.99 BY VIRGIN *Top notch flight sim with smoothest graphics.*	Hey – they're the smoothest. Great sprites and backgrounds, plus the very smoothest scrolling and update going.	A good deal of booms, bangs and budda-buddas. Very World War and very good	Possibly the best game of its kind on top-spec PCs, but peasants may be a little disappointed.	
BATTLETOADS DOUBLE DRAGON ● SNES● £49.99 BY TRADEWEST *Good, solid but unexciting beat-'em up.*	Humorous animations and good use of colour, but the perspective is sometimes a little bit off.	Quite average, but the rrrockin' soundtracks are good for a laugh if nothing else. But that's about the lot.	Lots and lots to hit, this is a great feast of violence, but there's nothing at all innovative on offer.	
INDYCAR EXPANSION ● PC ● £17.99 BY VIRGIN *More levels for your fave game called IndyCar.*	Exactly the same as the original IndyCar, which you must have in order to play this.	Ditto here, so you should already know what the sound's like (if you bought the original game of course.	Wow! Exactly the same, except much harder. Some of these courses are really horrible. Not essential, but fun.	
BRUTAL SPORTS FOOTBALL ● A1200 ● £29.99 BY MILENNIUM *Enjoyable and bloody American football game.*	Orcs and Thragmians and all those types leg it around cartoonishly. Quite nice looking, really.	Good enough, perfectly adequate, but not enough to make you want them to launch the soundtrack on CD.	Not a total classic by any stretch of the imagination, but an enjoyable enough diversion from serious games.	
BANSHEE ●CD32 ● £29.99 BY CORE *Old style blast-'em-up brought into the Nineties.*	Exactly the same as the A1200 original. By that we mean very good! Loads of variety and detail and silky smooth scrolling.	Brilliant CD music but the great digitised sound FX tend to get lost under the sound of your guns firing continuously.	A shoot-'em-up in the classic style and it plays as well as some of those old faves too. Only four levels but they're very long.	

RUFF 'N' TUMBLE

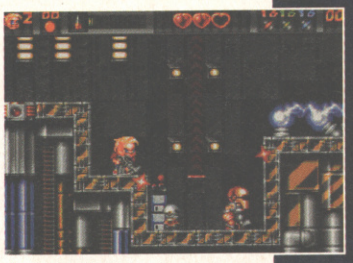
■ AMIGA
■ PLATFORM
■ £UNCONFIRMED ■ OUT NOW

■ NO OTHER VERSION AVAILABLE
■ A1200 AND CD32 VERSIONS PLANNED

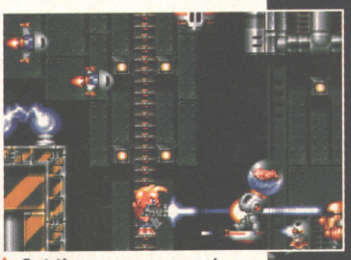
He's cute, he's got a blond quiff, but he sure ain't no softie...

Does anyone remember the C64 platform classics Monty on the Run and Thing on a Spring? Their creator was Jason Perkins, the programming mastermind behind Ruff 'N' Tumble. Add graphics guru Robin Levy, the man who was responsible for the look of Putty and you've got a quality team.

Ruff 'N' Tumble is the first time the two have worked together. It's a platformer offering nothing new to the genre, but what's here is superbly presented and playable. Ruff must fight Doctor Destiny and his evil minions who've nicked Ruff's marbles. Hardly inspired but the neat idea is there's a preset number of three different types of marble to collect. This leads to some frantic searching when you thought you'd collected all the marbles only to realise there's one red one lurking elsewhere in the level. Arrgh!

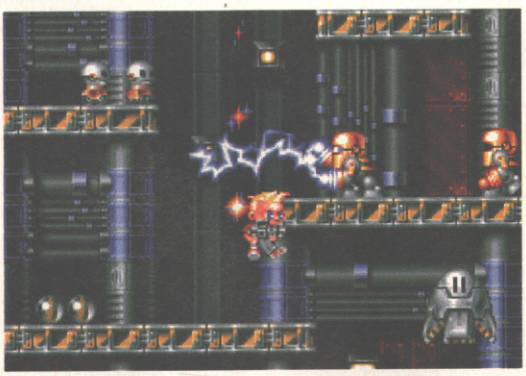


▲ By holding the fire button down and moving the joystick, gunfire can be directed in all directions, useful for picking out baddies in nooks and crannies.



▲ Get the power-ups scattered around each level to shorten the reloading time of Ruff's gun and to give him more powerful weapons.

▲ Time Ruff's progress carefully in this section or he'll be squished by this giant pointed crusher.

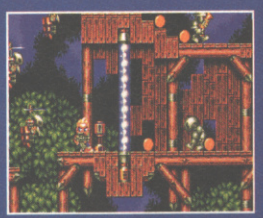


▲ Each level is accompanied by some excellent techno tunes which really drive you on.

OOH, THAT'S NICE!

Ruff 'N' Tumble features some exquisite graphics from Robin Levy, probably best known up to now for his graphic work on the great looking Putty from System 3.

1. Ruff himself is flawlessly animated from the way his trainers smoke when breaking to the way he slings his gun round his back when climbing up ladders.



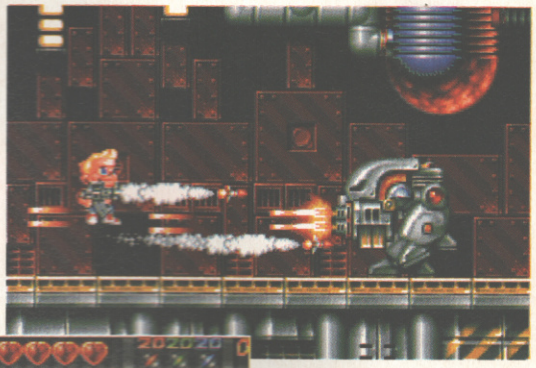
2. The choice of colours used also deserves praise. They're vibrant and a very original palette's been used.

3. The smoke trail left behind by Ruff's missile launches are a joy to behold. It's hard to believe they're being generated by yer bog standard A500.

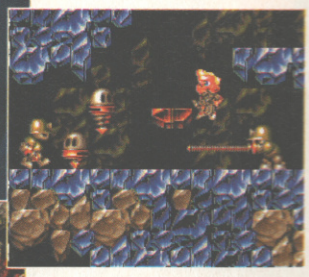
ONE SMOOTH OPERATOR...

● **GAME BY** RENEGADE ● **CONTACT** RENEGADE (071 481 9214) FOR MORE INFORMATION

The programmers have clearly been watching Robocop, this baddie moves just like ED209.

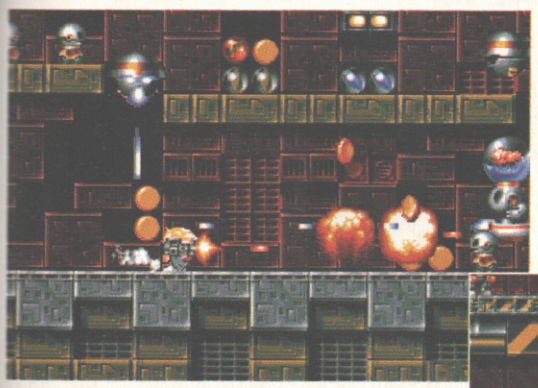


Huzzah, it's the end of level lift! It'll only open once the boy Ruff has collected the required number of jewels.

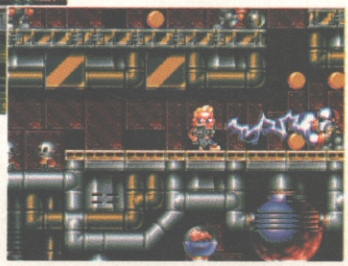


Those round things are the marbles which Ruff is searching for. There tends to be a bunch of them together at the start of a level but as it's explored more fully they soon become much harder to track down.

Some coloured force-fields block progress in a level. Find the colour coded key to close them down.



Things can get quite hairy very quickly. Ruff's gunfire rate slows down with continual use so only fire when necessary to give it ample time to recharge.



These gold coins simply boost Ruff's score. No more, no less.

VERDICT

AMIGA

Nothing new but very playable is the verdict on Ruff 'N' Tumble. It's impossible to say exactly why a game is so playable but there's plenty of clues. The baddies are highly intelligent and make Ruff's life difficult – it's very satisfying when one is killed. Then there's the graphics – check out the missiles launched from Ruff's gun and the owl for proof of that. Plus the thumping music is brilliant; so overall a highly polished package and a worthy purchase!

RIK SKEWS

GRAPHICS	89
SOUND	85
PLAYABILITY	86
VALUE	86

OVERALL

86

ALTERNATIVE

MEGA DRIVE

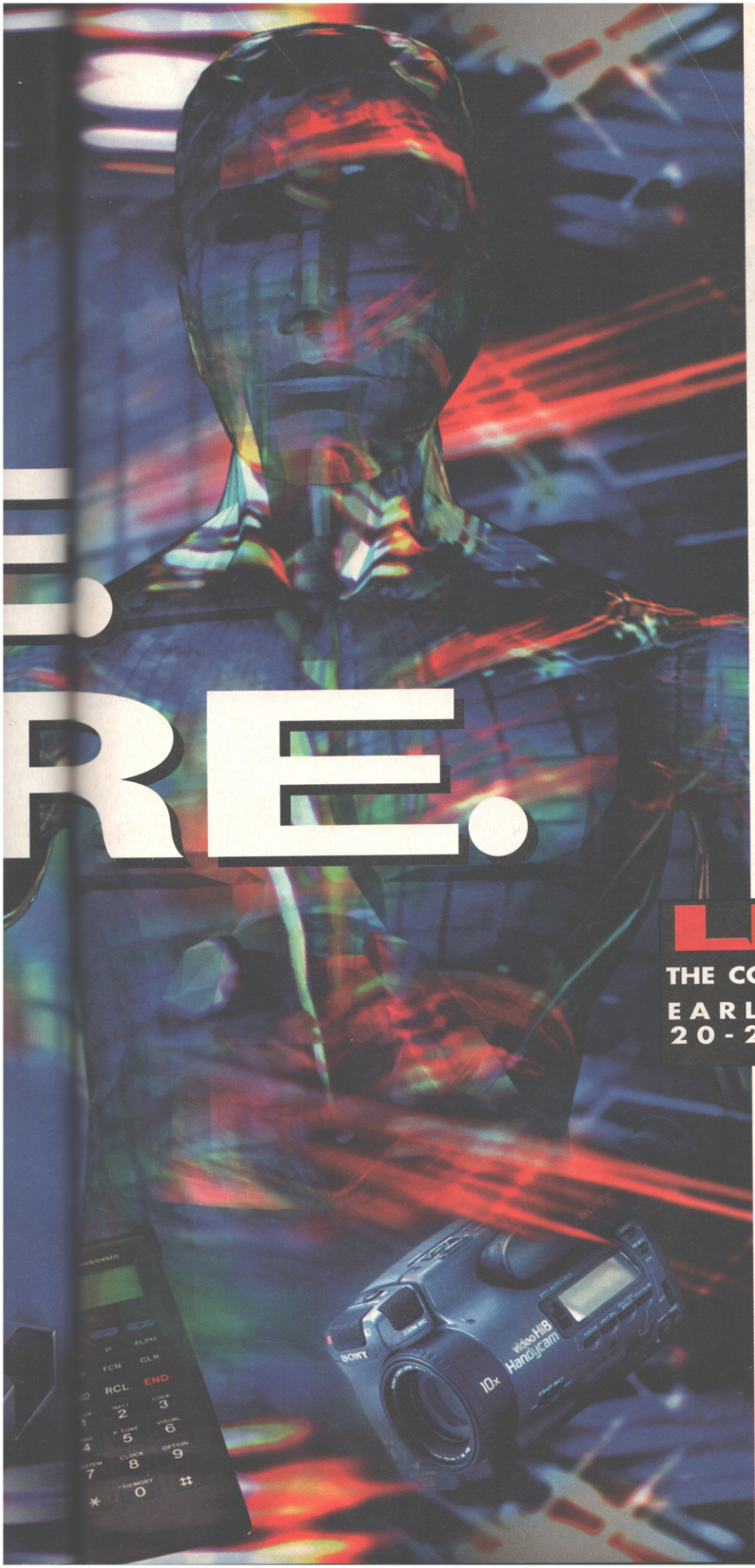
Sonic 3

Sega/£59.99

The current benchmark in platform games, it faces a strong challenge from Dynamite Headdy and the forthcoming Sonic & Knuckles.

ISSUE 148: 94%

GET YOUR FINGER ON THE PULSE
BE
THER
SKY MOVIES
YAMAHA
PSS-22



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YOB'S MAIL BAG

HELLLLLPPPPPPPP! HELLL-LLLLPPPPPPPPP! It's no good! There's just too many of them! Please! Tell them to stop! No! They're still coming! Quick! One last chance! The fire escape! It's no good! They're still coming! Oh no! Here's the postman! He's got more of them! NOOOOOOOOOO! And another sackload of stupidity slaps on YOB's desk, another pile of ploppies hoping to whine their way into YOB'S MAILBAG - the last stop for good sense when it comes to games. This is the place you'll find all you need to know on what's hot and what's snot in the world of games, together with a few words of wisdom from the man who knows all the answers. If you want to know about games then this is the place to be. Fire off your Persil-Powered rejects in the general direction of: MY UNDERPANTS CAN'T FALL APART BECAUSE I NEVER WASH THEM ANYWAY, YOB'S SKIDMARKINGLY SPECTACULAR MAILBAG, CVG, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Don't forget that there's a quite bottom blastingly brilliant ONE HUNDRED POUNDS for the best letter of the lot and a Frenchman's fart for the rest...

NOBODY KNOWS ANYTHING

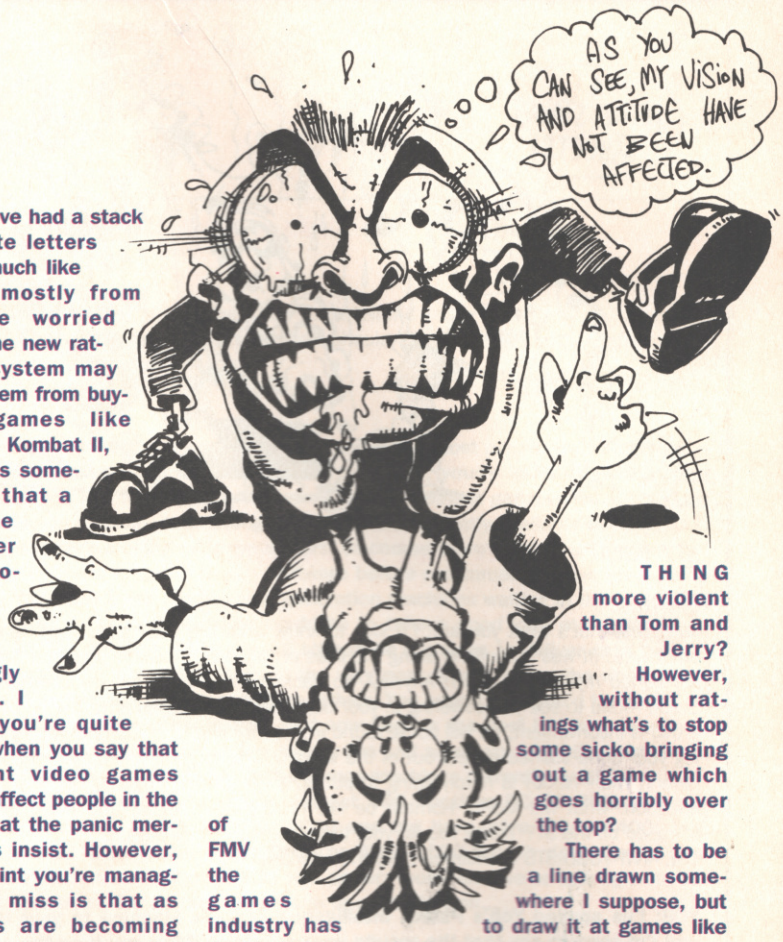
FREE VOMIT INSIDE!!!

Dear YOB,

You asked people to write in about hardware and the future and I have. I owned a Mega-CD which I have sold in order to buy a SNES. This is because CD is not a good medium for games machines since it takes ages for the CD to swap images - for example, when changing view on Night Trap it takes about a second, which is a long time in the gaming world. I think Nintendo was right to decide against CD for its next console. Until companies can produce better quality CD games they should stick with carts. I hope you agree in some way with my views.

MARK TADEJEWSKI Loughborough, Leics

YOB: I agree. To date I haven't been impressed with CD technology, though the CD-based PlayStation is looking very tasty – one of the first racing games shown for the system (Poly Poly Circus Grand Prix) could well out perform a similar title on Ultra 64 – Cruis'n USA!



IS EVERYONE STUPID?

Dear YOB,
Hi. How are you? I think your section of the magazine is the best. It's the first thing I read. I am writing to express my feelings to you and the readers who buy the best magazine under the sun. What's wrong with the rest of the world's population? Either they are all adults who despise computer games or they are too busy picking their noses. Anyway, I want to talk about violence In computer games.

There is nothing wrong with violent games. Violent games are what real gamers want. But I hear parents say that when kids play games like Street Fighter and Mortal Kombat it will jeopardise their minds and they will grow up to be criminals, and imitate the characters. RUBBISH! Who ever heard of a man who freezes people by throwing a blue ball of ice at them and then ripping their heads off? The game designers make it so that kids will prefer to play it rather than do it, and besides, an experienced gamer wouldn't kill anybody. Anyone who does because of games doesn't deserve to have a games system.

Adults just don't look at games' good points. When playing games kids use a combination of thought and eye coordination. Most of the games available require memory skills to progress beyond the first stage and require the child to exercise peripheral vision, like the ability used when crossing a busy road or driving a car. Kids learn logical thought also. Another complaint parents believe is that sitting in front of a TV screen playing games for many hours will damage the eyes more than watching the TV. Interacting with the TV through games is no more damaging than just watching a TV programme. Playing a game can be a form of social activity for most kids by playing with friends and tip swapping, offering much more to those not gifted in sport – such as me. Thank you for reading this and I don't care if you insult me because it's your job, YOB.
SCOTT GORDON
Tamworth, Australia

YOB: I've had a stack of irate letters very much like this, mostly from people worried that the new ratings system may ban them from buying games like Mortal Kombat II, and it's something that a large number of people feel very strongly about. I think you're quite right when you say that current video games don't affect people in the way that the panic merchants insist. However, the point you're managing to miss is that as games are becoming more and more realistic, the gap between computer graphics and real life continues to shrink.

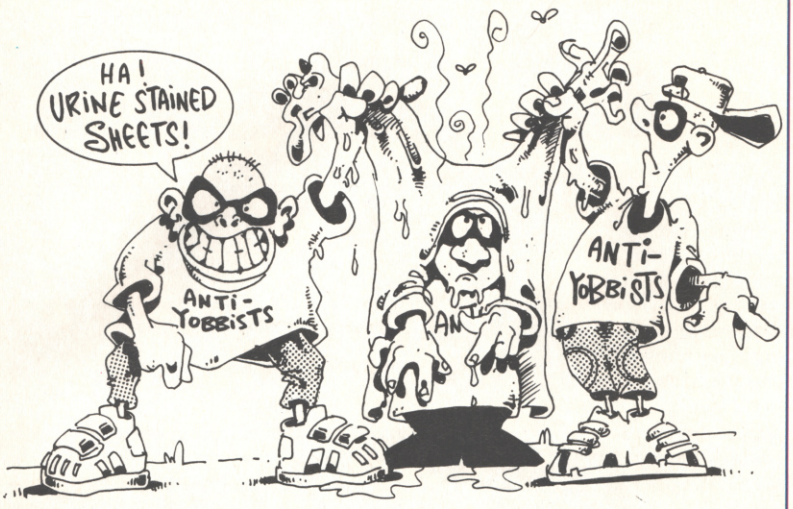
The upshot of this is that some machines are capable of showing images which some people would find disturbing, and also with the advent of FMV the games industry has decided that now is the right time to do something before it all starts running out of control. In my opinion, games like Mortal Kombat II and Super Street Fighter are no more harmful than the average cartoon – have you ever seen ANYTHING more violent than Tom and Jerry? However, without ratings what's to stop some sicko bringing out a game which goes horribly over the top?

There has to be a line drawn somewhere I suppose, but to draw it at games like Mortal Kombat is somewhat ridiculous. Basically the games industry has decided to regulate itself before the government steps in and slaps down some law which is completely out of touch with reality, much like our next contestant...

AM I STUPID TOO?

Dear YOB,
A few issues ago your magazine carried a feature on violence. You said that certificates were not necessary for most games since they don't use video footage or graphic violence. I agree that a lot of players aren't affected by those lovely Fatalities on Mortal Kombat II or the masses of blood in Doom, but there is always the occasional git who takes video games too seriously. For example, a friend of mine has a brother (who will probably read this letter if it's printed) who has tantrums every time he loses at Street Fighter on the Mega Drive. I also know a boy who was really obsessed by the Teenage Mutant Hero Turtles and he became quite violent by hitting people with sticks and claiming they were foot-soldiers. What I'm trying to say here is although I love blood and guts in video games I really do think that certificates and censorship are necessary for the little ones who are affected by the violence in them. Thank you very much for listening to such a humble opinion as mine. By the way, I think your mag is totally fab.
SEADHIND WILSON
Co Down, N Ireland
(For any mail in response send to: Marine Biology Station)

YOB: Don't worry, I understand. It must be annoying when you want to enjoy all the blood and guts of MK II but they won't let you out of the experimental tank, and every once in a while a scientist sticks an electrode up your bum to see if you're still alive. Has it ever occurred to you that some kids will hit other kids with sticks even if they have never played a video game? Did kids never hit other kids in years gone by? Kids have always found an excuse for a scrap since time in memorial. Does anything resembling intelligence stir within your brain? What do you lot think? Write in with your views on violence in games.



MY BRAIN IS THE SIZE OF A CHERRY

Dear YOB,
Fart. Yes, that's what you are! I'd love to know what the vicar said when he christened you. (*It was something along the lines of "Madam, I believe your son has just christened my arm." – YOB*) Anyway, no backchat or I will send my cousin Judge Dredd round to see you cowering in your bed when the Huggies advert is on TV. And if this is inconvenient, he will come round in the morning to embarrass you by hanging your urine-stained sheets out of the window. It's no good getting your cousin to defend you - Noddy is hardly going to put up a good fight. Anyway, just answer my question: what will Mortal Kombat be like on the Atari Jaguar and will it ever be released on the ST? Thank you for your time, you distressed pigeon.
THE ANTI-YOBBISTS Cramlington, Northumberland

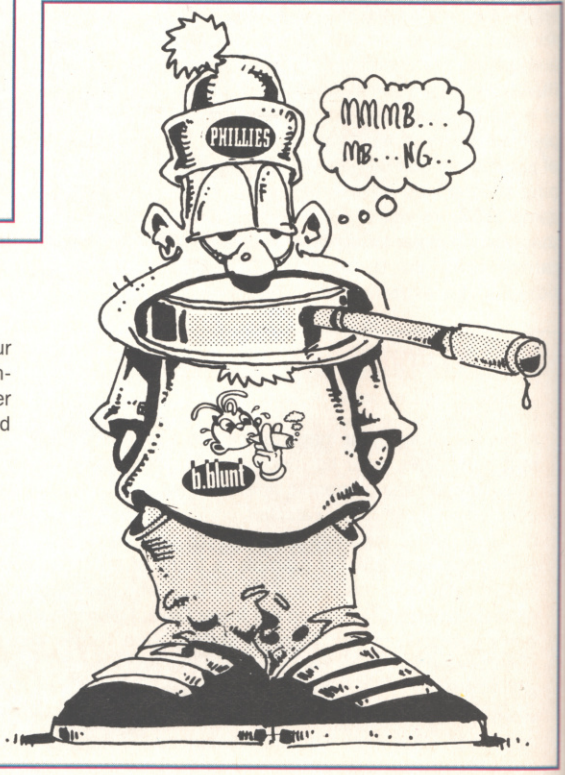
YOB: I've applied Yob's Patent Intelligence Analysis Machine to your letter, and I'm sorry to say that the results were not good. After inputting the appropriate data, the machine announced a System Underload and concluded that I must have discovered the Missing Link. I've sent your details off to the Natural History Museum, Sea Slug and Plankton Section, and they should be getting in touch just about now. Hope you don't object to being stuffed and put in a glass case...

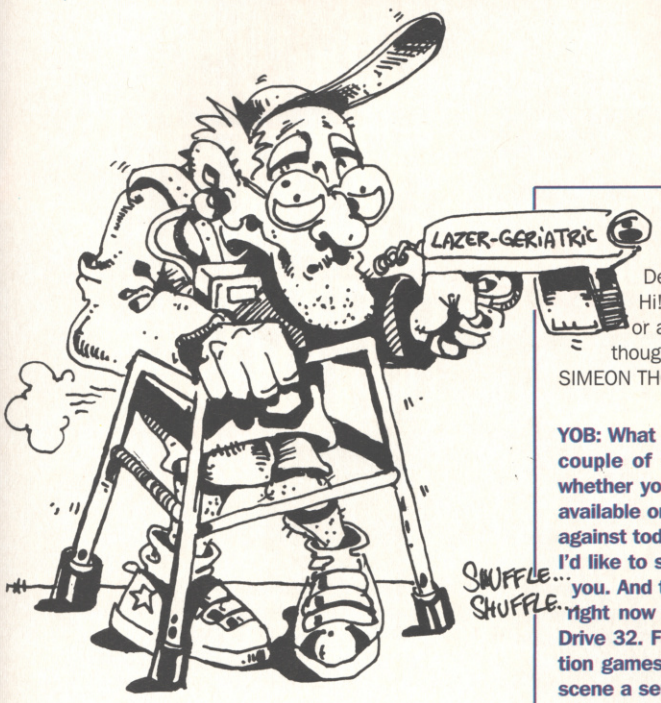
AM I ACTUALLY ALIVE?

Dear Sock-Eating YOB,
I don't think you look at all like the rather hard picture of me you keep drawing on your pages. I think you have horrible manky, greasy, dandruff-ridden hair, round horn-rimmed glasses and that you need to use a stool to go to the loo. I, on the other hand, am very hard and courageous and very good at Street Fighter. Now I've insulted you, could you answer my questions?
COLIN BUCKLEY Manchester
1. Why is Top Of The Pops not on the radio any more?
YOB: How come you wrote this letter with a pen?
2. What does CVG stand for?
YOB: 2. I thought the nurse only allowed you to use crayons.
3. Why are you such a dweeb?
YOB: Have you been trying to put the bed pan in your mouth again?
4. Was it you who farted and destroyed Atlantis?
YOB: And after you've used it, too?
5. Will you send me £100 now?
YOB: What good would it do you? You're beyond all hope.

AM I AWAKE?

Dear YOB,
I have just ordered a Jaguar and I was wondering if you would answer the following questions:
CHRIS REYNOLDS Northants
1. Any chance of John Madden or Joe Montana American Football being released for the machine?
YOB: Seeing as both are games licensed to companies with machines in direct competition with the Jag, I'd say the chances were slim.
2. Will there be any tennis games coming out for the Jag?
YOB: Bound to be, but I haven't heard of any yet. We'll tell you when we know.
3. Will either Rebel Assault or X-Wing be coming out?
YOB: If the Jaguar takes off in a big way, LucasArts will want to support it. If it doesn't, they won't. At the moment there are no plans. It's the same story for many developers right now – they're waiting to see how the Jaguar performs before deciding whether or not to commit to the new platform. It's a bit like the chicken and egg situation, but more and more programmers are beginning to program for the machine.
4. Will Theme Park on the Jaguar be a classic or not?
YOB: It's already a classic, it just depends how good the conversion is.





FRANKLY, I'M BEYOND ALL HOPE

Dear YOB,
I've been a big fan of CVG since the heady days when you used to print Spectrum listings and I've seen you reinvent yourselves countless times. One thing always remained, though, your honest and informed reviews and features. Now, though, I reckon you've blown it! At the end of your little article on Sega's Lock-On you said that because you have to buy two it's "probably not worth it." Me and my friends thought it was definitely worth it and bought one each as soon as they came out to replace our ageing Lazer Tag equipment. All I can say to anyone out there with any friends is rush out and buy one set each, NOW! I assure you, you won't regret it. As for you purveyors of untruth at CVG Towers, me and my mates challenge you to come down to Bath so that you can see how amazing it is.
JIM KERSLAKE Newbridge, Bath

YOB: I agree that the Lock-On system is some of the best fun you can have without a grenade launcher, and the idiocy of the sad soul 'reviewing' this crucial item was beyond belief. Rest assured that the minion has been executed, and that normal service has now been resumed. By the way, if you can remember the earliest CVG you must be almost 30. Shouldn't you have a job or something instead of running around the streets of Bath with a plastic headset on shooting a toy gun at perfectly innocent bystanders who don't know you from Adam and wonder why you keep calling them your 'friends'? Just thought I'd mention it...

I DON'T HAVE A CLUE

Dear YOB,
Hi! I would be grateful if you could tell me which is the best buy, a console or a CD-ROM – and which model should I get? Seeing as you're the expert I thought I'd better ask you.
SIMEON THOMPSON Harrow, Middlesex

YOB: What it all comes down to is cash, and if like most people you've only got a couple of hundred or thereabouts to play with, you're in the console zone whether you like it or not. Luckily some of the greatest games ever written are available on console, even though the hardware currently available doesn't cut it against today's leading edge computers. Of course there's the 64-bit Jaguar, but I'd like to see a lot more quality software before recommending the machine to you. And then there are the next generation machines waiting in the wings, but right now my recommendation would be to take a good look at Sega's Mega Drive 32. For an extra £150 this 32 bit bolt-on promises to deliver next generation games like Virtua Star Wars in the very near future, giving the whole Sega scene a serious leg up before Saturn arrives. You sound as if you'd be better off with a leading edge console, and right now Sega is the best bet to deliver that. You can thank me later for all the money I've just saved you. And the rest of you here's Yob's Quick Cash Guide to the games machines currently available : £1,000: and above: the biggest, fastest 486 Pentium PC CD-ROM you can get. £500-£800: Amiga 1200 or 4000 and big hard-drive. £240-£400: Jag, 3DO or CD-i. £80-£130: Mega Drive or SNES. £20-50: oh dear. Looks like you're in Game Boy country. £20 and under: looks like we're talking second-hand Spectrum. £5: go buy some Lego or a Barbie Doll...

ANOTHER IRISH JOKE

Dear YOB,
My brother is a pain in the ass. Every time he gets CVG he says I am too young to read it or wouldn't understand it. He acts as if he is my mother. So please could you draw a picture of my brother reading Woman's Own, and don't insult me for being Irish.
EMER DONLON
Co Galway, Ireland

YOB: This Irish insult business is getting out of hand. I've never met an Irishman who thought he was stupid. Actually, I've never met an Irishman who thought at all...

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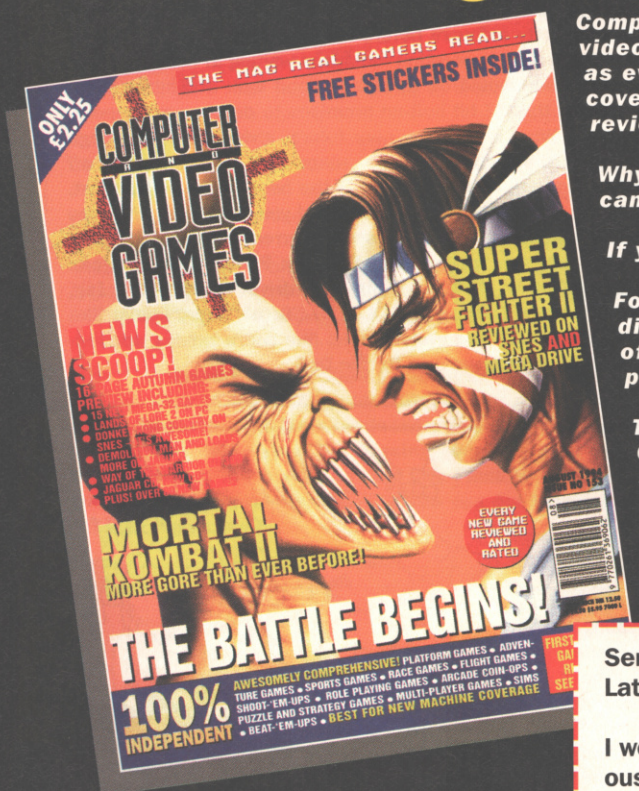

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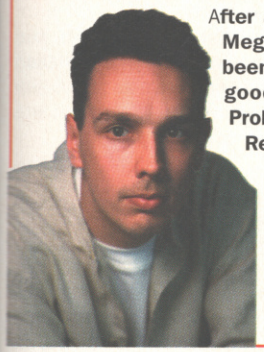
BIG EDS

THE EDITORS OF BRITAIN'S BEST GAMES MAGAZINES TELL YOU WHAT TO LOOK OUT FOR ON THEIR SPECIALISED FORMATS...

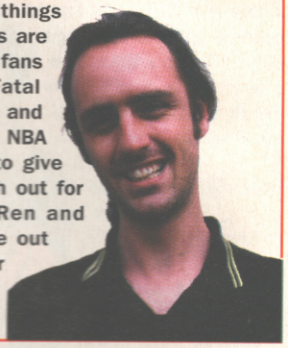
STEVE MERRETT, EDITOR MEAN MACHINES SEGA



After a bit of a drought in terms of decent Mega Drive stuff, all of a sudden we've been swamped with some real top-notch goodies. Konami have weighed in with Probotector and Sparkster, Time Warner's Red Zone (see news) is keeping us busy and even manages to out-do EA's Urban Strike (no mean feat). In addition, we're also wrestling with Sonic & Knuckles and Dynamite Headdy from Sega. For me, though, the game of the moment, is Hudson Soft's utterly brilliant Mega Bomberman.

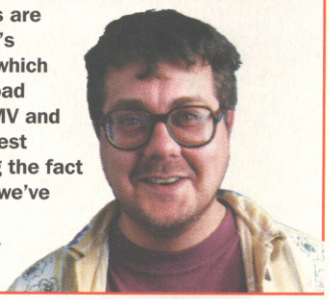
ANDY McVITIE, EDITOR OF NINTENDO MASTER SYSTEM

Remember last month when I said things would start heating up? I lied! Things are completely flippin' burning up! Fight fans will dump their kecks at the fab Fatal Fury Special and Samourai Shodown, and sports fans will dunk their nets with NBA Live '95 - the only Basketball sim to give NBA Jam a run for its money. Watch out for spoony cartoon capering weeth Ren and Steempy. Oh yeah, and keep an eye out for the mighty morphin' Power Rangers in there too. Paul made me write that...



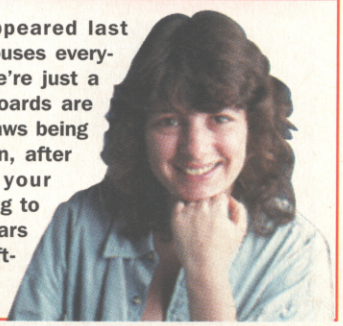
STEVE JAMES, EDITOR OF CVG

September has only just arrived an already things are looking good in the run-up to Christmas. The CD-i's about to get its best game yet with Burn Cycle – which you'll find in our Tekno supplement, while 3DO Road Rash combines to best elements of gameplay, FMV and big-name bands to produce the machine's strongest game yet. On the Mega Drive there's no disputing the fact that Dynamite Headdy's one of the finest games we've seen all year, while Rare are putting the finishing touches to Donkey Kong Country – a definite contender for Christmas number one.



CHRISTINA ERSKINE, EDITOR OF PC REVIEW

Ever since that unholy gore-fest Doom appeared last Christmas, and stunned everyone, software houses everywhere have been trying to emulate it. Now we're just a few weeks away from Doom 2, the bulletin boards are buzzing and you can hear the sound of chainsaws being wound up in every corner of the country. Then, after you've had your fill of Doom 2, save up your Christmas money because LucasArts is planning to release Dark Forces, the latest in its Star Wars saga with a Doom-alike interface. Is that a software dream ticket, or what?



SIMON BYRON, EDITOR OF THE ONE FOR AMIGA GAMES

It's almost here! Within the next month or so Renegade and Sensible Software will be unveiling what has to be the most eagerly awaited game ever on the Amiga. Yes, Mega Space Invaders is coming! Actually, that's a lie — but you don't need me to tell you that. With an on-screen referee, tweaked playability, a new management section and more statistics than Mr Cabbage the maths teacher, Sensible World of Soccer will be THE game of '94 – kicking the original Sensi Soccer well into touch. I'm going to go to sleep now so its release date comes sooner. Corny, I know. But snoozer anyway...

HELP!

THE BIG GAME TIPS

Favourite foods, favourite shirts, favourite games. You just can't get enough of them, so here's our favourite tips – far more appetising than Häagen Dazs ice cream and Nike cotton shirts...

SUPER METRIOD

SNES

Although Super Metroid comes with a 72 page players' guide there are a few cheats and tactics which aren't documented. So here goes....

The best of these gives Samus a complete recharge. You'll need 11 Power Bombs, 10 Missiles and 10 super Missiles in your inventory. It only works if your reserve tanks are empty and your energy points are less than 50. To activate this cheat you first select your Power Bombs and morph into a ball. Hold down the L and R buttons plus DOWN on the pad. Now, press fire to lay the bomb and hold all buttons until the bomb explodes. A large glowing ball should now surround you restoring all your energy and reserves.

The other tactic you'll find useful is with your Speed Booster found in Norfair. With this you can shoot up like a rocket, but did you know that by moving left or right immediately after jumping you can smash through walls and monsters?

Finally, a couple of tips for your weapons. Once you have a weapon fully charged you can hold fire and press DOWN twice and you'll release not one but five bombs at once. For real damage though you can make a special weapon by going to the Status Screen if you have Super Bombs and weapons powered up. Highlight the word 'Charge' and one other weapon in the same box. Exit back to the game and press and hold fire after selecting the 'Super Bomb' icon for a mega blast!

STREETS OF RAGE 3

MEGA DRIVE

Ash

If you've got an imported Genesis or Japanese version (ie Bare Knuckle 3), you might like to know that you can play Ash, the rather, er, camp fighter that was taken out of the official English version. To play him you must beat him up, and once you've killed him hold down A and let yourself be kiled. Go back to the start and through the options and you should find that you can now choose to play him.

Roo

Should you so desire you can also play Roo. To do this get to where you fight Bruce and Roo. Kill Bruce and let Roo run off. Now when you die and continue the game you'll be able to choose Roo.

Shiva

And, believe it or not, you can also play this nasty, despicable boss-type. Defeat him and hold B until you get to the next stage. As with Roo, let yourself die and when you return to the character-selection screen you'll be able to play Shiva.

Level Select

And if you fancy one of those good old level selects then go to the SELECTION MENU, hold B, press UP and with the OPTION icon highlighted press START. You should hear that familiar chime if it works. Simple when you know how to do things properly, eh?

Be a cat

Just kidding, this little beauty of a cheat lets you select nine lives. Go to the OPTIONS screen and press START. Now hold UP, A, B, and C on PAD 2 and RIGHT on PAD 1.

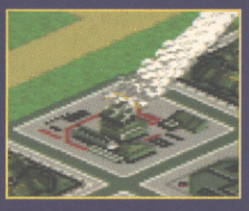
QUICK TIPS

SNES

METAL MARINES

Thanks to Leon Ashley of Manchester for these passwords.

PNTM – Field map 1
HBBT – Field map 2
PCRC – Field map 3
NWTN – Field map 4
LSMD – Field Map 5
CLST – Field Map 6
JPTR – Field Map 7
NBLR – Field Map 8
PRSC – Field Map 9
PHTN – Field Map 10
TRNS – Field Map 11
RNSN – Field Map 12
ZDCP – Field Map 13
FKDV – Field Map 14
YSHM – Field Map 15
CLPD – Field Map 16
LNVV – Field Map 17
JFMR – Field Map 18
JCRY – Field Map 19
KNLB – Field Map 20



TIE FIGHTER

PC

Combat guide

Taking on fast ships, such as the A-wing, is challenging no matter what you're flying, but it can be made easier. Start by switching off the cockpit graphics, so you can see more of the starfield. It makes tracking your foe much easier. Set your lasers to single fire and maximum recharge speed, this way you can just keep plugging away, taking pot shots but without having to be very accurate.

Attacking big ships is a piece of cake. If you've got any torpedoes, use your targetting computer to aim them towards the ship's turbo lasers, as these are your greatest threat. Try to attack from underneath as there are fewer guns there.

Finally, if there's a lot of time left after a mission, and providing your ship isn't damaged, don't go back to base when you've finished your primary and secondary objectives. Normally rebel ships hyperspace in and you'll have to take them on to complete a bonus goal.

MORTAL KOMBAT II

SNES/MD

To play as secret boss Kintaro

You have to be Shang Tsung to pull off this one. In the winning round hold LOW PUNCH and wait for the timer to hit six seconds. Stand three inches back and let go of LOW PUNCH and you should morph into Kintaro.

To play Jade

On the '?' round fight using only low kicks.

To play Smoke

Keep doing uppercuts (you're more likely to get a Toasty that way), wait for a 'Toasty!', then press DOWN and START.

Noob Saibot

To play the shadow-like Noob Saibot (Midway programmers Tobias and Boon backwards) win 25 games making sure the last match is against a human opponent.

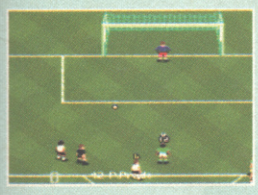
Pong

Fancy a game of Pong? Me neither but if you do then 'simply' reach battle 250, if your patience will stretch that far!

WORLD CUP USA '94

MEGA DRIVE/ SNES/GAME GEAR/GAME BOY/PC/AMIGA

To professional foul or not?



The ref's good, but only if he can see what's going on! If you want to indulge in some fighting the best time to do so is when you're behind the ref. Remember, it's a great way of taking out the opposition star players! And quite often you might find yourself needing to commit a professional foul in the area to stop a definite goal. We reckon the risk is worth it because the ref tends to only dish out yellow cards, and the goalies are good at stopping penalties.

Taking a free kick

It's generally true to say

that the nearer you are to the goal, the more chance you have of scoring. However, there are ways of having a decent chance no matter where you stand. The key is to put a little bend on the shot, give just a hint of lift and then keep your finger on the button to give the shot maximum power. Make sure you only give a hint of lift because the power you apply to the shot can make the ball swerve wildly up or down and miss the goal otherwise.

The easy way to goal scoring

Try doing gentle sliding tackles, it's a great way

of ploughing through the opposition without fear of being booked. Using the wings is also very important, since the opposition coverage is less there but also because the easiest way to score a goal is by running down the wing, and then shooting at the goalie diagonally.

Other points to consider

It's easy to pick the best team but once you become proficient at the game try picking a team that excels in an area that suits the way you play the game.

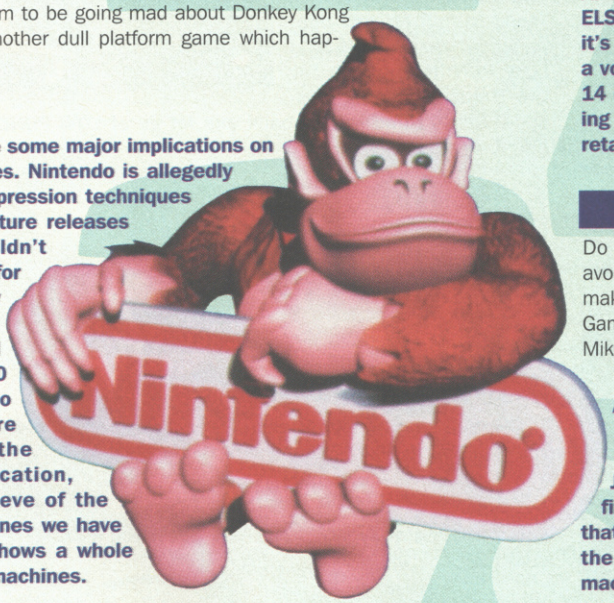
And learn how to use the set-piece editor. The preprogrammed set pieces are good but it's possible to design some excellent ones of your own. Make sure the third player is positioned at the far post, there's a good chance he'll be in a shooting position if the move comes off.

HELP!

Got a problem? Well you won't after you've read our informative and enlightening Help section – but don't call us with anything of a medical nature...

KONGED OUT?

All the computer mags seem to be going mad about Donkey Kong Country. Surely it's just another dull platform game which happens to look very smart.
Peter Brown / Cornwall



A: DK Country could have some major implications on the future of SNES games. Nintendo is allegedly planning to use the compression techniques used in this game on future releases which means you shouldn't have to pay extra cash for bigger games. Donkey Kong Country is a 32Mb cart but Nintendo will sell it for just £40 because it is willing to take a loss to get more people interested in the SNES. The wider implication, though, is that on the eve of the launch of the new machines we have a game that evidently shows a whole new potential for 16-bit machines.

WHY GORE?

How come Mortal Kombat II has got blood in it on the SNES? Tell me the reason now or you will suffer a fatality.
Rob Sims / London

A: The reason is because of the introduction of the ELSPA certification, and the box will state clearly that it's only suitable for people aged 15 and over. This is a voluntary code of practice though; so if you're aged 14 or under there's nothing legally stopping you buying the game, it's entirely up to the discretion of the retailer whether or not you're sold a copy.

CONVERT

Do the manufacturers of SNES convertors deliberately avoid making them fully compatible with every game to make us buy various convertors. I've just got a US Super Game Boy and it doesn't work on my convertor.
Mike McSheen / Manchester

A: The reason why convertors aren't compatible with every game is because when games are programmed and released specifically for the Japanese and American markets, it's in Nintendo's financial interest that the games are only bought in that market. Thus the programmers try and program the games so that they don't work on a US or UK machine, either with or without a convertor. Obviously some convertors are more compatible with more games than others and at present it's probably the new version of the Datel Universal Adaptor.

QUICK TIPS

■ SNES

PACATTACK

Having problems with this one? Here's Daniel Boutros to help you out. At the retrial/end screen simply press the L button and you should find a tasty old level select is all yours...

WORLD HEROES 2 JET

Here's a neat little tip. Go to the end of the game without losing a round (if you can!), then you should find that you can fight one of the characters from Samurai Showdown.

BATTLETOADS VS. DOUBLE DRAGON

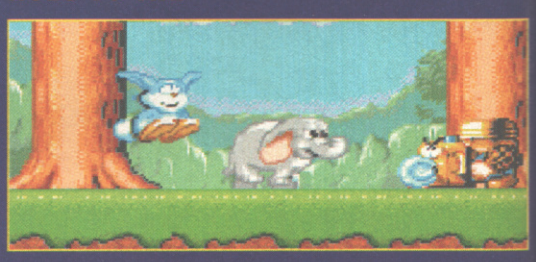
Want a Mega Warp? When you're at the character select screen press UP, DOWN, DOWN, UP, X, B, Y and A. See the Mega Drive cheat later in this cheat section to discover the effects of entering this code.

RESCUE

Thanks to Trevor Beattie from Northern Ireland for this cheat to access the hidden menu screen. Anyway, on the title screen press and hold diagonal up left, A and C. Keep holding them and press RESET. When the title screen reappears

■ MEGA DRIVE

ROLO TO THE



No need to worry about blank images any more.

VIDEO NASTY

I'd like to record my glorious gameing moments on to video but even though I set my video to the same channel as I'm playing on I always get a blank screen on tape. Any ideas?
Steven Priestly / Cheshire

A: Simply plug your console output in to your video (not the TV) then switch to the video channel and tune in the console from the video. Find a picture and you can then record your high scores perfectly.

THE HELP! LINE

This is your magazine, so if you've got a tip or query about a game why not phone it in to the CVG! Help Line. It's open every Friday afternoon. All you've got to do is phone 071-972 6720 and leave your message. That's all there is to it so get cracking and remember there's a software prize on offer for any stupendously excellent or unique tips.

FULL PC

Like most PC owners I've run out of hard disk space, so I'm after a cheap way of backing up my files for future recall. All the tape streamers I've seen are too expensive.
Feo Baju / Birmingham

A: There is a cheap way to back-up your PC files, but what you save in money you lose in reliability. Power Computing produce a peripheral which let's you save data on to your video recorder and enables you to store around 500Mb on a three hour tape. The PC Video Back-up costs just £55. TEL 0234 273000.

SFIII COIN-OP

Will there ever be Street Fighter III in the arcades or on console and what will be different about it?
Alan Hillsdon / Dagenham

A: Capcom is currently working on a SFIII coin-op for the end of next year and should be previewing it at the Jamma Show pre-Christmas. The game will probably feature some elements of the movie, and you'll be interested to hear that only Ken, Ryu and Sagat remain from the original cast – everyone else is new. There's also some talk of there being scrolling backgrounds and stuff, but no-one knows for sure yet. We'll keep you posted.

HOME ARCADE

I want to set up my very own coin-op at home, but I want a proper cabinet not just a loose Supergun. All the second-hand ones that I've found have been in very bad condition, so do you know where I can get a new one for not too much expenditure?.
Dug Miles / Inverness

A: Normally it's a case of pot luck if you're not in the trade, but we've heard just this month that Datel has a new 'PowerBase Arcade' cabinet that's on sale to the public. For £299 the cabinet features a 20-inch monitor, an 8-inch speaker and a six-button dashboard. The system is fully capatable with the Jamma standard and for £50 extra you can get the two player cabinet instead. Call Datel on 0782 744707.

press B and the OPTIONS screen should appear.

To complete a level, PAUSE the game and press A and B together. The edge of the screen should flash with purple and black stripes. Although Rolo's friends will still be in cages they are automatically freed when you exit the level.

CHUCK ROCK 2

From regular contributor Daniel Boutros comes this rather neat cheat. PAUSE the game and press B, A, RIGHT, A, C, UP, D and A. UNPAUSE and hold A while pressing R to skip levels. Hurrah!

VIRTUA RACING

From Adam Betts comes this smart Virtua Racing cheat which allows you to select the extra levels. When the SEGA logo appears press and hold down A and UP. Keep them held down and press B. Keep them all held down and press START, then let go. And there you have it. And the answer's no we're afraid Adam, but cheers anyway.

SHADOWRUN

Once more we've got DB to thank for these cheats for this smart game. On the title screen wait for START to start flashing and press A, B, B, A, C, A, B and then START as normal. When playing the game, press A to

HELP!

SOUNDS BAD

Have any of you CVG heads noticed that the speech on Super Street Fighter II sounds muffled on the USA cart, but clean on the Jap versions? My mate has the Jap version so he's winding me up about it.
Mike Leaning / Norwich

A: We can't say that we have noticed that but it's very unlikely. What's more likely is that your friend is playing on a stereo TV, and you've got a mono one, so unless you switch the sound option to mono it's bound to sound different. Needless to say but the same goes for most games .

NO WAY, AMIGA

In your CES report in the August issue why didn't you cover any Amiga games? Is this because Commodore has gone bust and no one will make games for it anymore?
Ken Tweeps / Essex

A: We didn't cover any Amiga games for the same reason that every other mag, Amiga specific or otherwise, didn't – because there wasn't any there. Unfortunately there simply isn't any interest for the Amiga in the USA. But software houses will still continue to make games for the still-fine games system since there's an installed European userbase of about three million at the moment.

MULTI-MEEE-DYAWN?

I've noticed that the Sony PlayStation is to be sold as a games machine rather than a multimedia system like Sega's Saturn. Should that influence me at all?
John courts / Oxford

A: In our experience 'multimedia' offers little in the way of enticement. The 3DO and Jaguar are both labelled as multimedia machines which means that they can both utilise CD-ROM, though 3DO is obviously CD-only, whereas the Jag has a CD add-on peripheral. Until consoles come with keyboards, though, no one can expect them to be anything more than just games machines.

3DO MARK 2?

I've heard that Panasonic will be releasing an upgraded 3DO machine for Christmas '95. I was going to buy a current 3DO in a couple of months' time, but should I wait for the new one instead?
Keith L / Windsor

A: The 3DO 2 will be coming out next year with an improved specification comprising a 66Mhz RISC processor and a much improved ability to shift 100,000,000 pixels a second. If you're prepared to wait then do so, but keep in mind that Nintendo's Ultra 64 will probably launch simultaneously and the Big Nin is claiming that theirs is the better machine, and the tech specs certainly look more impressive. Or, If you do buy a 3DO at the moment games released now will be compatible with the new system, and there's going to be an upgrade cartridge available when 3DO 2, working title BullDog, is released.

THE HELP! LINE

We live in the caring, sharing nineties, so hey! If you've mapped out a level, found a secret part of a game or you've just got a common or garden hint or tip (and that doesn't mean we want advice on planting sprouts, OK?) then send it in. And if it's any cop we'll print it and share it with the masses. Address your correspondence to: CVG Help!, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

QUICK TIPS

access the POCKET SECRETARY. Now move down past the SAVE and LOAD option to an invisible OPTION. Hit START and you should be presented with a menu which will enable you to do things like select goodies, you know the sort of stuff, infinite cash and the ability to heal yourself.

DESERT STRIKE

Jason Atkinson phoned in to our Help Line asking for cheats on this Mega Drive classic so here they are my friend.
Level 2 – BQJRAEF
Level 3 – TLJKOAP
Level 4 – WTEOUJP

If you want 10 lives try this sexy little number: BQQQAEZ. Are we ace to you or what?

BATTLETOADS VS. DOUBLE DRAGON

Want a Super Warp? They try pressing B, A, DOWN, C, A, and DOWN at the character select screen. This will send you to the Super Warp screen and from here you can select levels 1–5 and are given 5 lives.

For a Mega Warp try pressing D, UP, UP, D, C, A and B at the character selection screen. This starts you with 10 lives and lets you choose between levels 1–7 (the final ones). Thing is because you're using a code the cart won't let you see the proper ending and instead accuses you of being a cheat! Nice one.

MEGA CD

PRIZEFIGHTER

A sad game but this is a great cheat. At the option menu press A, B, C and RIGHT (in sequence, not together) and hold them down until a three-minute hidden video sequence begins. Why it wasn't included in the main game we don't know, but it couldn't have made it any worse, could it?

TERMINATOR

We love the music in this one and the game itself is quite good, but enough of the banter, let's get on with the cheat. On the title screen, hold the pad RIGHT, then press B, C, B and B and let go of RIGHT. The cursor should turn into a cube-like icon; now press START

and you should enter a secret menu option which gives you all the usual power-ups, continues and bonuses.

GAME GEAR

ECCO THE DOLPHIN

Level codes ahoy!

Medusa Bay – QMBRB
Under Caves – YMCNV
Ridge Water – WRRKD
Open Ocean – GSCIE
Cold Water – YAFCS
Open Ocean – GCCUG
Deep Water – SKSEH
The City of Forever – ECICK
Origin Beach – CKSQJ
Dark Water – EEKCK
Deep Water – YOLGV
The City of Forever – MEMSK
The Tube – MEMSK
The Machine – EOPWW
The Vortex – VQQGW

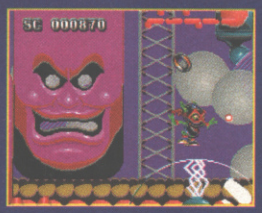
GAME BOY

YOSHI'S COOKIE

If you want to be able to advance to any level between 11 and 99 then set the MUSIC to OFF, SPEED to HIGH and ROUND to 10. Now press UP and SELECT to advance through the levels at your discretion.

PC

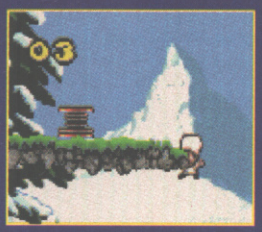
ZOOL 2



A simple one this. Simply type PHONEBOX on the title screens for a level skip cheat. Easy when you know how eh?

AMIGA

OUT TO LUNCH

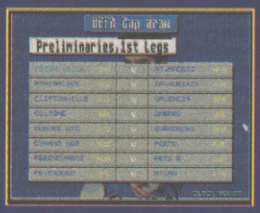


Level codes. Here. Yes.

Greece – TZATZIKI
West Indies – PLANTAIN
Mexico – FAJITAS (!)
China – WONTON
France – CHOUX

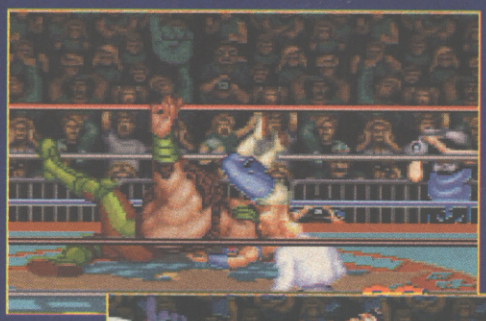
CHAMPIONSHIP MANAGER '94

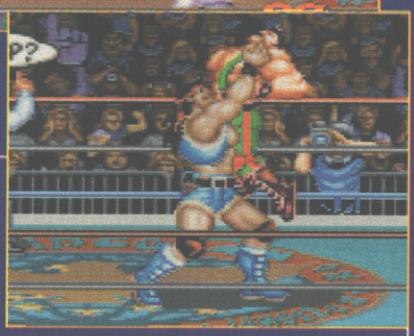
Want £30 million? Who doesn't, but the only way



you're likely to get it is in this fab cheat sent to us by Clive Roberts who lives in deepest, darkest Surrey. Simply enter your name as Mr Bulgaria and choose Tranmere Rovers as your team. And alakazam the moolah is yours!

Fight and fight again with maximum effectiveness using our top-rate Muscle Bomber cheats.... ▼





SNES

MUSCLE BOMBER

Leon's Ashley's back with these special moves for the excellent Muscle Bomber! Groovy!

Character	Ring Move	Grab Move
Kimala (Jumbo)	B, BD, DF, F, F Attack	U, B, F and Attack
Colt (Gunloc)	Hit attack rapidly (Sonic Fists)	U, UF, F and Attack (Gut crush)
Zalazof (Biff)	As Colt (Sonic Fists)	As Colt (Gut crush)
Budo (Oni)	Press Attack and Jump together (Spin Attack)	Spin pad 360 and Jump together (Neck Ringer)
Titan (Same)	B, DB, D, DF and Attack (360 sweep)	DB, D, U and Attack Attack (Back Breaker)
Stinger (Same)	B, DB, D, and Attack (Comet)	DB, D, U and Attack (Headnail)
Haggar (Same)	Attack and Jump together (Double Lariat)	360 Spin and Attack and Jump together (360 Piledriver)
Gomes (Rasta)	Hit Attack rapidly (Jungle Punch)	D, U and Attack (Jungle Fever)
Astro (Scorpion)	D, U and Attack and Jump (Hand Spin Attack)	D, U and Attack (Spin Attack)

CHART ATTACK WITH HMV

Football games dominate the charts again this month – huzzah! There's also a surprising amount of PC software in there, which reaffirms the machine's status as one of the best games machines that money can buy...

ALL FORMATS TOP 20

● = Non Mover ★ = New Entry ▲ = Move up ▼ = Move down

1 ★ **SUPER STREETFIGHTER II**
MEGA DRIVE / Sega
The price and the fact that it isn't that different to the previous game doesn't seem to have put people off the latest Streetfighter.

2 ▼ **TIE FIGHTER**
PC / Virgin
Obviously PC owners can't get enough of this awesome Star Wars game, top last month and who's to say it won't be again next month?

3 ★ **TETRIS 2**
GAME BOY / Nintendo
Although it will never be as popular as the first game, Tetris 2 has certainly gone down well with Game Boy owners all over the country.

4 ● **FIFA INT. SOCCER**
MD /SNES / MEGA-CD / PC / EA
Most of the sales must have been on SNES, the Mega Drive game stinks!

5 ● **THEME PARK**
PC/PC CD-ROM / BULLFROG/EA
If you fancy a spot of theme park management on your A1200 check out the review on page 84.

6 ▲ **SUPER METROID**
SNES / Nintendo
Easily one of Nintendo's strongest titles of the year, Super Metroid charts as the highest SNES-only game this most.

7 ★ **SMASH TENNIS**
SNES / Virgin
People are obviously looking for an alternative to the excellent Super Tennis, as Virgin's latest smashes into the top-ten.

8 ▼ **PETE SAMPRAS TENNIS**
MEGA DRIVE / Codemasters
Wimbledon fever has finally worn off it seems, as Codemasters' four-player J-Cart tennis sim slides two places.

9 ▼ **WARIOLAND**
GAME BOY / Nintendo
The biggest selling Game Boy cart of the year is still knocking out enough copies to stay the right side of the top ten.

10 ★ **PRINCE INTERACTIVE**
PC CD-ROM/MAC/CD / Graphic Zone
He may have a name nobody can pronounce, but that hasn't stopped the diminutive pop-god breaking into these charts for the first time.

11 ▼ **WORLD CUP USA '94**
MD/SNES/GG/GB/PC / US Gold
The World Cup may be over, but with the league season on again it could signal a turn around for this game.

12 ▼ **STREETS OF RAGE 3**
MEGA DRIVE / Sega
Good scrolling beat-'em-up action, but it hasn't been enough to keep it up with the high flyers.

13 ▼ **DOOM**
PC / ID Software
Still in there, and it's no surprise. Who'd argue with a game this violent? Watch out for the sequel, Hell On Earth, which is coming very soon.

14 ★ **VIRTUA RACING**
MEGA DRIVE / Sega
It's been on the shelves for a while and finally it's broken into the big time, despite costing a packet.

15 ★ **ON THE BALL**
AMIGA / PC / Ascon
Being the best-looking footy management game ever has served On The Ball well. Check out the Amiga review on page 79.

16 ▼ **KICK OFF 3**
PC/AMIGA / ANCO
Another decent old game as Capcom's flagship character is revamped for the 16-bit machine.

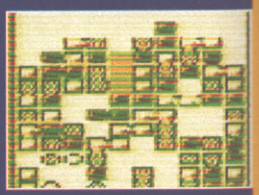
17 ▼ **SENSIBLE SOCCER INTERNATIONAL**
AMIGA/PC/SNES/MD / Sony
There's no end to the popularity of Sensi Soccer, not bad when you look at the competition it's had this summer.

18 ▼ **SONIC 3**
MEGA DRIVE / Sega
Still there, and once Sonic & Knuckles comes out, we could see it going back thanks to its compatibility with the game.

19 ● **SKIDMARKS**
AMIGA / Acid
Being cheap and excellent has done Skidmarks plenty of favours since it avoids the drop from the charts for the second month running.

20 ▼ **WORLD CUP YEAR '94**
AMIGA/PC / Empire
Footing the chart is a footy compilation, it looks as though the punters want new stuff, rather than repackaged older games.

SUPER STREETFIGHTER II: what a surprise to see this go in on top, we don't think.



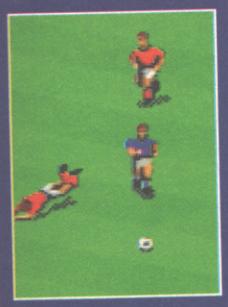
TETRIS 2: all the fun and playability of the classic original, only more so.

SUPER METROID: as the hype says, 5 guns, missiles, super missiles et al, and a change of clothes. Cos she's like a girl.

SONIC 3: still doing well, but with Dynamite Headdy on the way is the Hedgehog's days numbered?

● 3DO CHART SUPPLIED BY RAVEN GAMES ● FOR MORE INFORMATION CALL (081-663 6810).

MEGA-CD TOP 5



1. ● FIFA SOCCER EA
2. ● MORTAL KOMBAT Acclaim
3. ★ JURASSIC PARK Sega
4. ● SENSIBLE SOCCER INT. Sony
5. ▼ WORLD CUP USA '94 US Gold

NES TOP 5

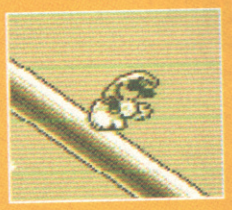
1 ● TETRIS 2 Nintendo
2 ● KIRBY'S DREAMLAND Nintendo
3 ● YOSHI'S COOKIE Nintendo
4 ● MICRO MACHINES Codemasters
5 ● DAYS OF THUNDER Nintendo

MASTER SYSTEM TOP 5

1. ● MORTAL KOMBAT Acclaim
2. ▲ SENSIBLE SOCCER INT. Sony
3. ● DESERT STRIKE EA
4. ● SONIC CHAOS Sega
5. ▼ BATMAN RETURNS Sega

GAME BOY TOP 5

1. ★ TETRIS 2 Nintendo
2. ★ WARIOLAND Nintendo
3. ● ZELDA: LINK'S AWAKENING Nintendo
4. ★ JUNGLE BOOK Virgin
5. ★ COOL SPOT Virgin



3DO TOP 5

1. ★ ROAD RASH EA
2. ● TOTAL ECLIPSE Crystal Dynamics
3. ● JOHN MADDEN '94 EA
4. ● PEBBLE BEACH GOLF Panasonic
5. ● TWISTED EA

MACINTOSH TOP 5

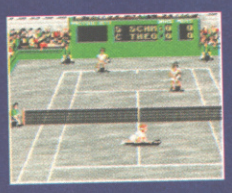
1. ● MYST EA
2. ★ 7TH GUEST Virgin
3. ▼ SIM CITY 2000 Maxis
4. ● PETER GABRIEL XPLORA Real World
5. ★ JOURNEYMAN PROJECT Gametek

GAME GEAR TOP 5

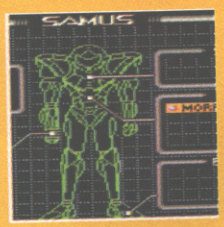
1. ● WORLD CUP USA '94 US Gold
2. ● ALADDIN Virgin
3. ▲ NBA JAM Acclaim
4. ● MORTAL KOMBAT Acclaim
5. ★ STARS WARS Sega

MEGA DRIVE TOP 5

1. ★ SUPER STREET FIGHTER II Sega
2. ▼ PETE SAMPRAS TENNIS Codemasters
3. ▼ STREETS OF RAGE Sega
4. ● WORLD CUP USA '94 US Gold
5. ★ SENSIBLE SOCCER INT. Sony



SUPER NINTENDO TOP 5



1 ● FIFA INT. SOCCER Ocean
2 ● SUPER METROID Nintendo
3 ★ SMASH TENNIS Virgin
4 ▼ MEGAMAN X Nintendo
5 ★ DESERT FIGHTER US Gold

AMIGA TOP 5

1. ● KICK OFF 3 Anco
2. ★ WORLD CUP YEAR '94 Empire
3. ● WORLD CUP USA '94 US Gold
4. ★ ON THE BALL Ascon
5. ● BENEATH THE STEEL SKY Virgin

PC TOP 5

1. ● TIE FIGHTER Virgin
2. ★ FIFA SOCCER EA
3. ▼ THEME PARK EA
4. ★ OUTPOST Sierra
5. ★ DOOM ID Software

NEXT MONTH

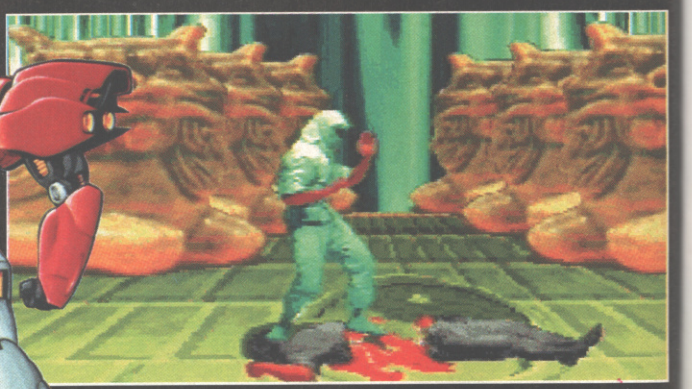
Tekno 2!

TEKNO

The world's first dedicated guide to new machines returns next issue – with more previews, exclusives and news. All that and it still won't cost you a penny!

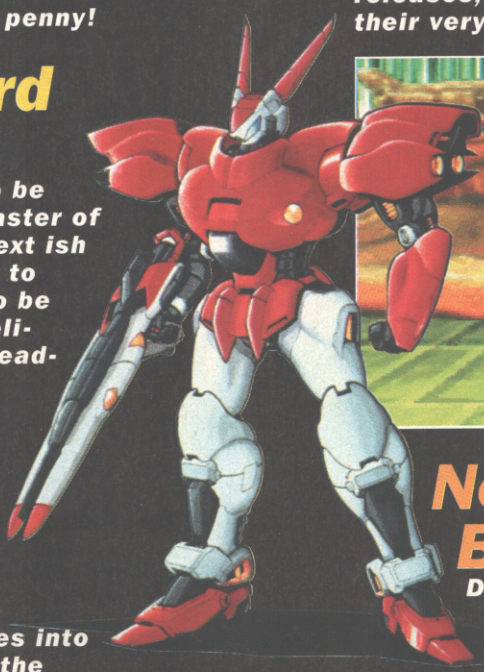
Scream Bloody Gore!

As Atari gears up another batch of official releases, we'll be stepping into the ring with their very bloody beat-'em-up, Kasumi Ninja.



Contra Hard Corps!

It could well turn out to be the best Mega Drive blaster of the year – so be here next ish to find out if it lives up to expectations. We'll also be pitting two awesome helicopter shoot-'em-ups head-to-head in the form of Urban Strike and Time Warner's excellent new Red Zone.



3DO Overload!

Next month the 3DO goes into overdrive as we review the excellent Star Control 2, the bizarre Pataank, the puzzling Griddlers and preview forthcoming official titles such as Crystal Dynamic's innovative lizard-related platformer, Gex.

No Necking At The Back!

Dracula's loose on the SNES as we take a look at the horrifying Nosferatu and bring all the latest Super Nintendo News.

Prepare To Meet Your Doom!

Finally Doom 2 is set to hit our PCs and stop us working for another six months. We can't wait, and if we can tear ourselves away we'll tell you just how good it really is.

CVG 156 – OUT OCTOBER 15. THE MAG THAT REAL GAMERS READ.

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JAGUAR OFFICIAL UK PRODUCT

Look out! There are some stray cats coming into the country! Some USA Jaguars have been imported into the UK unofficially. This imported product has been manufactured for America and is not compatible with UK Jaguar equipment. Look out for the UK sticker above on the Jaguar products you buy. This will ensure it is official product and will work properly in the UK.

AWESOME SOFTWARE

There are almost 100 companies in partnership with Atari for Jaguar software, with over 50 cartridge titles in progress. The following are the current titles, with Atari's release dates. Return the coupon for a full list.

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Club Drive - *SEPT '94*	£49
Kasumi Ninja - *SEPT '94*	£49
Chequered Flag - *SEPT '94*	£54
Brutal Sports Football - *SEPT '94*	£54
Doom - *OCT '94*	TBC
Rise of the Robots - *OCT '94*	£49
Tiny Toons Adventures - *NOV '94*	£49

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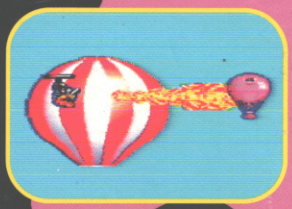
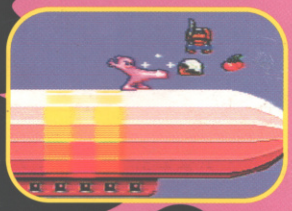
WOT-A-BOY!

IF IT'S RAINING... NO PROBLEM... HE CAN DODGE TROUBLE, GIVE IT THE HAMMER OR MOVE LIKE A ROCKET! IT'S NOT ALL HOT AIR, JUST LOOK AGAIN. IS IT A BIRD? IS IT A BRICK? NO IT'S...





JELLY BOY

GAME BOY

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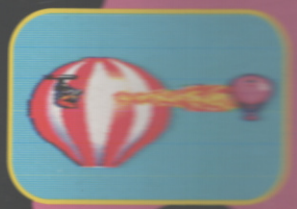
GIVE IT THE
HAMME OR
MOVE LIKE A
ROC ET! IT'S NOT
ALL H T AIR,
UST L K AGAIN.
S IT A BIRD?
IS IT A BR CK?
NO IT'S...



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TEKNO

THE BEST GUIDE TO NEW GAMES MACHINES

FREE!

SYNDICATE on jaguar – the best version and no mistaking

BURN CYCLE – the greatest cd game in history?

STAR CONTROL 2 ON 3DO
THEME PARK ON 3DO AND JAGUAR
IRON SOLDIER – AMAZING 3D ACTION ON THE JAGUAR
PLUS LATEST NEWS ON SEGA SATURN, MEGA DRIVE 32-X AND SONY PLAYSTATION

produced by COMPUTER VIDEO GAMES

THE MAG REAL GAMERS READ

by the publishers of **Computer and Video Games**

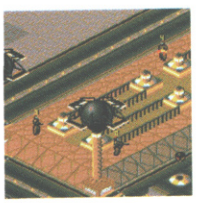
TEKNO

Since 1981 Computer and Video Games has brought you the most up-to-date, accurate and unbiased reports on new machines and games to Great Britain and beyond. No other magazine boasts this kind of pedigree, which is why we're producing a series of supplements to keep you bang-up-to-date as the wave of games machines arrive.

Our aim is to provide to you with unparalleled coverage of all the latest developments – because it's your money you'll be parting with when you buy one of the new games machines.

Some of the new systems are here already and there's plenty more graphics-rich, turbo-charged gaming in the pipeline. The future looks good – so arm yourself with a copy of the world's premier multiformat computer and video games magazine as we finally arrive at the next level of computer gaming...

Mark Patterson, Associate Editor



THE MAG REAL GAMERS READ

6 **Burn** cycle
Prepare to be dazzled by one of the most remarkable CD games we've ever encountered.

8 Synd**icate**
One of our all-time favourite games comes to the Jaguar in all its violent glory, as we bring you first shots of 32-Bit Syndicate.

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The original is one of Accolade's best games to date, and now the 3DO sequel is set to take that crown for its own.

12 **Kingdom:** The Far Reaches
Interplay return to the 3DO with this jaw-dropping adventure.

13 PlayStation/**Saturn**/32X
We take a look at what Sony and Sega have in store for later this year.

14 **Win a** 3DO!
Why part with money, when you could have a 3DO for the price of a stamp!

3 **15 Reasons** why you need **a new console**
As if you needed telling! Here's why you should be taking new machines very seriously indeed.

4 **Here** and now
We profile all the new generation machines, including the brand-new CD-i games console, and tell you where, and when, you can get your hands on them.

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15 reasons why you need a New machine

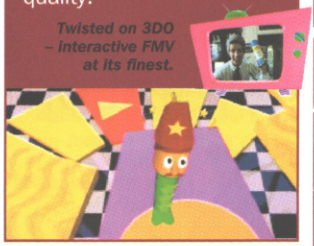
Happy with your SNES? Content with your Mega Drive? Over the moon about your Amiga? No intention of ever leaving them? Well think again, here's why you need to upgrade...

1 Variety

Even at this comparatively early stage we've got beat-'em-ups, shoot-'em-ups, simulations, adventures, puzzle games, strategy games, platformers and some wholly original titles we haven't come up with a pigeon hole for.

2 FMV

Most of these machines already have, or are about to have, FMV cartridges. This means they're capable of running compact disc movies, which offer excellent sound and vision quality.



Twisted on 3DO – interactive FMV at its finest.

3 Arcade quality

Nearly all these machines use technology similar, or in some cases more powerful, than that found in today's coin-ops. This makes arcade-perfect conversions a doddle, so you'll never have to hang around a seedy, smokey arcade again.

4 Multimedia

Play games, flick through an encyclopaedia on CD, listen to music, watch films – the possibilities are massive. You only get these with new generation machines.

5 Superior Processing Power

To handle all the fab new effects the new wave of games feature, the new consoles need to have the power to push them along at a decent speed. And that's exactly what they're capable of thanks to 32 and 64-bit power-house processors.

Shockwave on 3DO – sprite scaling, texture mapping, gameplay and FMV. What more could you ask for?

6 CD Sound

Speech, recorded music and more! Games such as Road Rash on 3DO feature music by such noted artists as Soundgarden, which adds immensely to a game. The best example is in Interplay's forthcoming conversion of Star Trek: The Next Generation, which has voice overs from the cast of the series.

7 Price

Some of these machines may seem a tad expensive when compared to Super Nintendos and Mega Drives, but when you put it in perspective with the quantum leap in power, what you're really getting is a hi-tech bargain.

8 Networking

3DO promises a global communications modem, while Atari has unveiled a 32-player serial link up system for games such as Doom. A similar system is also promised for the PlayStation.

9 Depth

With development costs increased, programmers are spending more time making their games value for money. So you can expect software packed with imagination and lastability.

10 Gameplay

The gap in technology between these machines is very slight. The difference won't be so much on differing tech, but on tailoring games to the specific abilities of the machines.

11 Support

More companies than ever are getting behind these new machines. Record companies, movie producers and the big name coin-op producers have all given their backing to the next generation of games technology.

12 Because they're there

You want the best games around, well you're going to get them thanks to hardware capable of delivering almost everything the programmers throw at it.

13 Commitment

The companies producing these machines aren't looking any further at the moment. They know what hot items they've got and are putting their full weight behind them.

14 Realism

One thing programmers always try to instill is the feeling of being there. Now, more than ever, with all this excellent new hardware at their disposal, they can do just that.

As real as it gets – FIFA Soccer on 3DO.

15 Texture mapping

Essential to create games like Doom and Road Rash. It's the process of covering polygon objects with sprites to create realistic graphics. It's one thing to do this, it's another to do it fast – and that's exactly what the new breed of machines are capable of.

Doom on Jag – thanks to texture mapping a console can produce Doom as well as a powerful PC.

right here, RIGHT NOW

The time for industry spin-doctors to harp on about the type of games coming our way in the future has ended. Tomorrow's technology is finally here as the first batch of super consoles finally land on the right side of the Atlantic – with more on the way. Here's what you can find in the shops now, and in the coming months...

PlayStation

Sony
£300 (estimated)
Availability: November (Japan)

Sony's first solo console project is shaping up to be the most powerful of the lot boasting a stunning range of technical effects and software support as impressive as the hardware specs.

It too has a strong list of third-party developers, many of whom, such as Namco, have big-name titles such as Ridge Racer in production. If one thing's for certain, it's that Sony is going to great lengths to ensure that the first batch of software really shows what its machine is capable of.

3DO

Panasonic
£399
Availability: on general sale now

The sluggish start to the 3DO's life has now been replaced with huge interest in Japan and Europe and a decent amount of excellent software. By the time you read this the 3DO will be officially available along with a range of quality titles.

The power of the machine is unquestionable, and as programmers increasingly understand its potential and how to tap into it, the games are starting to get real good. The big name titles are also starting to appear, with Capcom recently announcing the impending launch of Super Streetfighter Turbo – which gives the machine a big one-up over the 16-bit machines.

Jaguar

Atari
£229
Availability: Out Now

Despite early distribution glitches, the Jaguar has finally arrived in numbers – offering cartridge-based 64-bit technology with a cheap CD-ROM unit to follow. Now the machine is in place, the games are starting to follow, with hot titles such as Alien vs Predator and Doom well on their way.

One undeniable fact is that because it uses cartridges, the Jaguar is the cheapest standalone machine. Don't think for a minute that cheap means poor, though, because the Jaguar boasts advanced 64-bit architecture which makes it one mean beast.

CD-i 450

Philips
£199
Availability: November/December

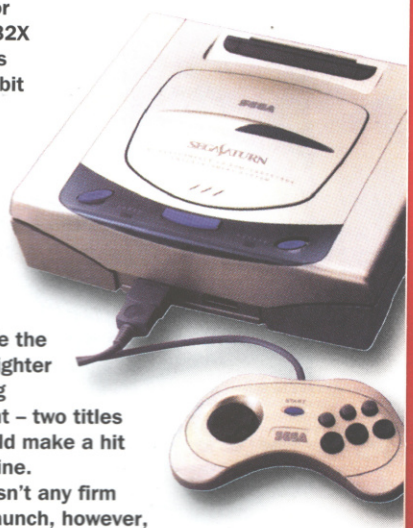
Philips has finally conquered the problem which has held the CD-i back since its launch – price. The latest model, the 450, is expected to retail for under £200. This is due to a radical restyling of the machine. As you can see in these shots, it looks much more like a console than the CD-i's traditional up-market CD-player guise. The launch of the machine coincides with the best CD-i sales figures yet, which is largely due to the extensive advertising campaign Philips has been running all year.

It also features the new CD-i joypad, which is a whole lot easier to use than the standard remote-control device. Aside from that, what you're basically getting is exactly the same as the more expensive models – bar the looks.

An enhanced version of the machine, the 550, should appear around the same time. The main difference will be the built-in digital video cartridge, which boosts the price by almost £150. Finally it looks like Philips has managed to produce a machine that is financially acceptable.

Saturn

Sega
£300-400
Availability: November (Japan)



The next step for Sega after the 32X is the Saturn, its stand-alone 32-bit console. The machine's been a long time in coming, but should be out in Japan before Christmas. The initial portfolio of games include the likes of Virtua Fighter and the stunning Clockwork Knight – two titles which alone could make a hit out of the machine.

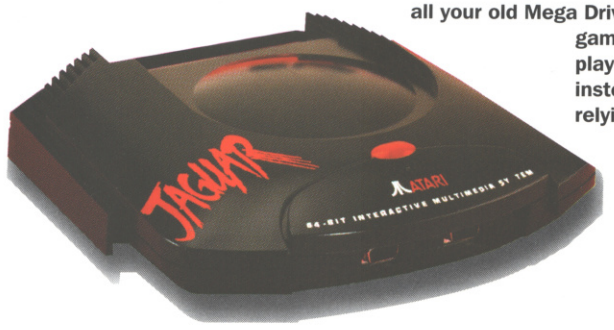
Sega still hasn't any firm plans for a UK launch, however, it's rumoured to be destined for America between March and July next year, so hopefully it won't be too long after that before it arrives over here.

Mega Drive 32X

Sega
£149.99
Availability: November

While being a Mega Drive upgrade rather than a standalone machine, the 32X still boasts a good array of hardware features, and it also has the capability to boost the features of the much-maligned Mega-CD.

The advantage of the 32X is that you'll still have all your old Mega Drive games to play with, instead of relying on Sega and their third party producers to deliver the goods early on. The real edge, for Mega Drive owners at least, is that it's the cheapest way to get into 32-bit gaming.



■ CD-i

■ ADVENTURE
■ £TBA ■ OUT OCTOBER

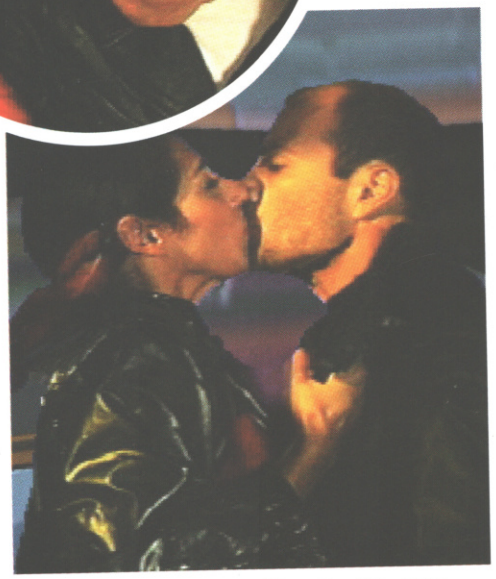
■ NO OTHER VERSIONS AVAILABLE
■ PC AND MAC VERSIONS PLANNED

Burn:Cycle

Forget everything you've ever heard about FMV adventures – Philips is set to rewrite the rule book...

▼ Her name is Gala and she'll do anything for money. Her assitance proves invaluable during the game.

▼ Burn:Cycle is a huge technical achievement for CD-i. It plays as smooth as a cartridge game.



▲ Throughout the game there develops a bit of romance between the two principle characters. But is she just using him?

▲ Cutter's woman, Kriss, gets it in the back. Basically it's a case of exterior decorating, but with your interior.

With the launch of the sleeker CD-i 450, Philips is trying to carve its way into the minds of videogames junkies everywhere. And with this radically redesigned machine comes a stunning new game which looks like being the best title yet.

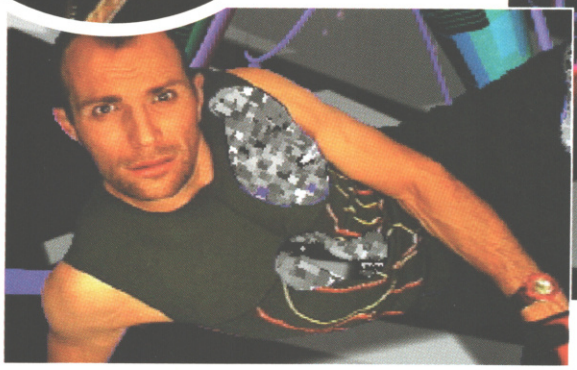
Burn Cycle from Trip Media takes CD-ROM games to a new level. Rather than attempt to make an interactive movie, the programmers have produced something which merges distinctly different styles of play (arcade, strategy and adventure) into a seamless futuristic challenge which merges an unpredictable plot with tactically used FMV.

It starts off with your character, Cutter, who's trying to come to terms with the fact that some git's im-

◀ *Sol Cutter is your character in the game. Trouble is, he's got a virus eating away his brain. Not good.*

WIN THE GOODS

A full review of Burn Cycle will be appearing in our very next issue, and we'll be giving away, courtesy of those funky people at Philips, copies of the game plus a brand new CD-i 450! Don't miss it.

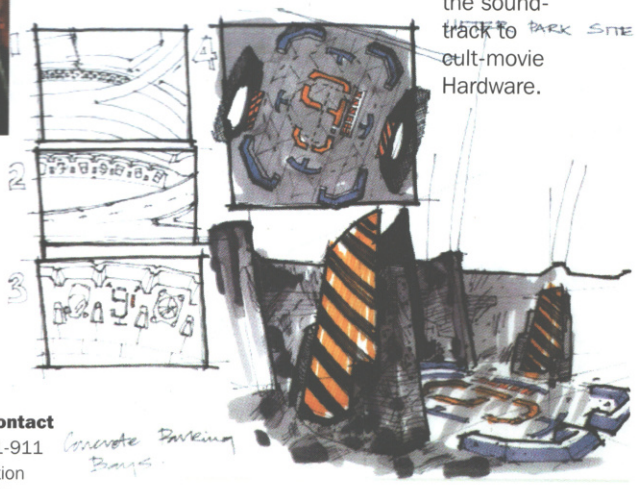


▲ *These graphics are not just of a fancy intro. The game actually looks like this with realtime 3D scrolling via point-and-click controls.*

▲ *There are many characters in the game which you need to chat, deal and fight with. Very interactive.*

THE CYCLE OF A GAME

It's taken trendy Trip Media two years to knock out Burn Cycle. This included a 14-day film shoot (with good actors) and over 400 storyboards for the plot. Burn Cycle features over 27,000 frames of animation and includes 20 minutes of moody music from the guy who composed the soundtrack to cult-movie Hardware.



planted a virus in his head which will kill him in less than 120 minutes. From there on in you're on your own – it's your actions which unravel the plot. This blend of never knowing more than you need to will hopefully keep you hooked. Burn Cycle offers suspense and atmosphere in its scrolling 3D world. You'll also find the game very violent in parts, but that just adds to the intensity. Yes, we are excited by this product and you'll see by how much next issue's review.

◗ **Game by** Trip Media/Philips ◗ **Contact** Philips Media (071-911 3000) for information
Game size One CD

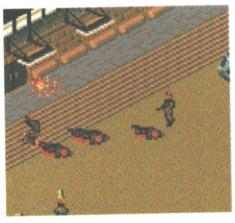
■ JAGUAR **EXCLUSIVE**

■ STRATEGY
■ £TBA ■ OUT NOVEMBER

■ PC, MAC AND PC CD-ROM VERSIONS AVAILABLE
■ SNES AND MEGA DRIVE VERSIONS PLANNED

Syndicate

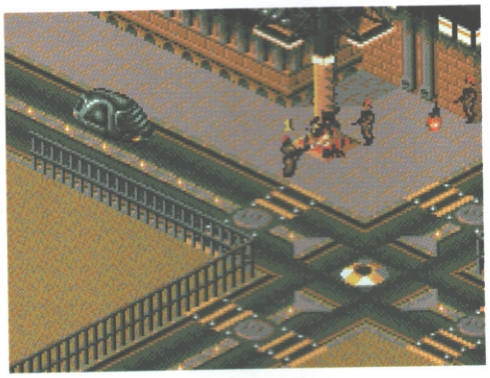
It's violent, it's dark, it's one of our favourite games and it's going to make a big impact on the Jaguar...

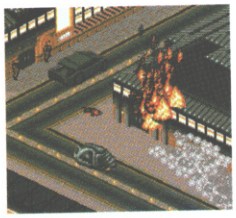


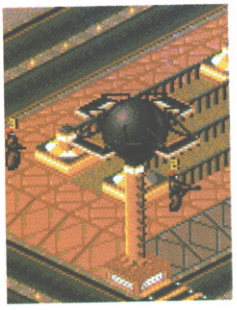
BIG ***Bang*** One of Syndicate's main features are the massive, and very destructive weapons you're given to play with. For close-up combat there's the shotgun. If your target's in a crowd you can finish everyone off with the rocket launcher, or for pin-point accuracy there's always the laser rifle.

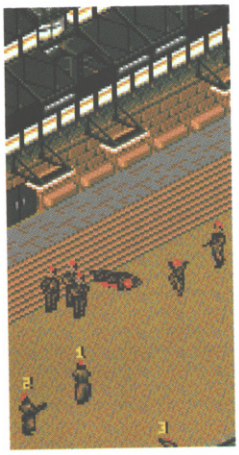
The cyborgs can be moved individually or as a group. It often pays to strategically position one, preferably armed with a mini-gun, as a look-out for enemy agents. ▼

Considering the complexity of the gameplay, the controls are very straightforward. You simply click on where you want your cyborg to go to or, with another button, where you want him to shoot. ▼









▲ *As well as being kitted out with new weapons, your cyborgs can also have updated body parts added. Fresh legs will get them moving faster while new eyes increase accuracy.*

Syndicate marked the return to the software world for Bullfrog, the company behind the ground-breaking Populous; – and now it's set to be a milestone title on the Jaguar. It will be the game to prove that consoles really aren't just kids' stuff any more. Unlike the censored SNES version, Jag Syndicate will have all the blood and action of the original PC game – and it looks like it will be even more playable.

Set in a violent future where the world is controlled by giant corporations, the only corporate take-over you'll find will be by the barrel of a gun. These syndicates have long since given up negotiating any share deals, instead they prefer the direct approach, when they want something done they send in a team of heavily armed cyborg death machines to negate the unruly and kidnap anyone of potential use.

This is where you fit in. Your syndicate has taken a hammering and it's been left to you and your cyborgs to pick up the pieces. You command up to four cyborgs at once through 50 missions, dealing death to anything that gets in your way. Syndicate is going to be massive on Jag. Watch this space.

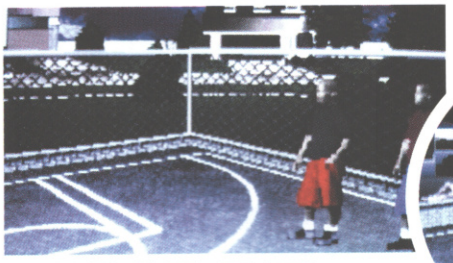
◗ **Game programmed** by Bullfrog ◗ **Contact** Bullfrog (0483 579399) for more information

■ JAGUAR

■ SPORTS
■ £TBA ■ OUT DECEMBER

■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

White men CAN'T JUMP



▲ *Each stage will have its own opposing basketballers who get progressively more skillful throughout the game.*

It's the Jaguar's very own two-on-two baseketball game, so get ready to boomshakkal... well, you get the idea.

◀ *If Atari can make this game as playable as NBA JAM on the Mega Drive and SNES, but with great 3D graphics, it will be on to a real 'basket' of a game.*

White men can't jump, apparently. But the black-and-red Jag can provide you with a basketball game like you've not seen before. This is *street* basketball (much like us Brits kicking a footie against a wall and hacking your mates' shins out), only this time it's two-on-two with marvellous 3D graphics.

It's polygon-overload as the texture-mapped players step out on to the court. The player's view point pans and zooms as the game ensues and, although this is still only very early on in its life, the effect is unlike anything you've ever seen in a basketball sim.

White Men Can't Jump by Trimark Interactive. Contact Atari (0753 533344) for more information.

■ 3DO

■ SIMULATION
■ £39.99 ■ OUT OCTOBER

■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

Off World Interceptor

▲ *Even if you flip your buggy over you can still control it while it's in mid-air!*

A driving game that's out of this world? It sounds like a corny intro, and guess what, it is.

What's always a good test of a new games machine is the quality of its driving games. It started with Chequered Flag on the Spectrum and now its evolved into the roaring interplanetary texture-mapped extravaganza, Off World Interceptor.

◀ *Seeing as Crystal Dynamics won't be releasing Crash And Burn in the UK, this will be the first driving sim for PAL 3DO owners.*

It's set on six alien planets, with a variety of terrains and aliens for you to race over and against, as well as a split-screen two-player mode – an essential feature in any game like this. As well as the excellent graphics, the programmers have spent an extremely large amount of time perfecting the computer-simulated physics that control the way your buggy handles, which is important as gravity is most definitely not a constant factor in this game.

◗ **Game by** Crystal Dynamics ◗ **Contact** Crystal Dynamics (071-973 0011) for more information

■ JAGUAR/3DO **EXCLUSIVE**

■ SIMULATION
■ £TBA ■ OUT NOVEMBER

■ PC, MAC AND AMIGA VERSIONS AVAILABLE
■ SNES AND MEGA DRIVE VERSIONS PLANNED

Theme Park

The year's most innovative game is coming to hit the Jaguar and 3DO – it can only be Theme Park...

◀ *The amusement arcade is just one attraction you can build. Click on it and you'll be able to play Pacman.*

▼ *Some attractions, such as the tree house aren't the most exciting things in the world of entertainment, and don't attract very big crowds. So it's up to you to decide whether you want to flood your park with basic rides, or just keep a few decent attractions until you can afford some more.*

Theme Park may already be one of the year's success stories, but the bandwagon is still rolling on, with the first 32-bit console versions due to appear at the end of the year. Both the Jaguar and 3DO games will retain all the features that make this game so good on PC and Amiga. This is partly because developer Bullfrog has chosen to stick with the basic gameplay engine, rather than be lured into the technology trap of redeveloping the game from scratch – something which has killed seemingly promising titles in the past, especially when the 16-bit machines arrived.

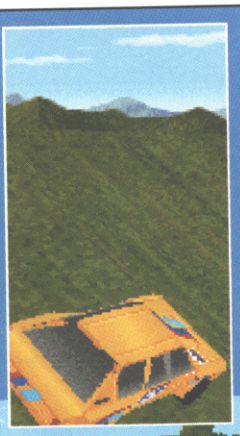
■ 3DO

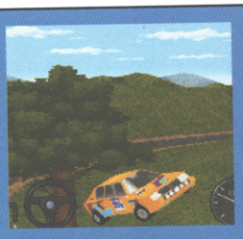
■ SIMULATION
■ £39.99 ■ OUT NOV/DEC

■ NO OTHER VERSIONS AVAILABLE
■ PC CD-ROM AND SNES VERSIONS PLANNED

Power slide

With more realism than a Madonna movie, Elite gets ready to hit the road with a whole new driving experience...





▲ *This is actually one of the easier courses in the game – for starters it isn't raining. Just wait until you hit the glaciers on the Scandinavian stage.*

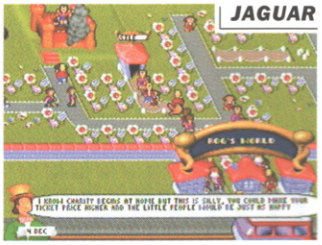
Realism isn't something that comes easy to computer driving sims – unless you're prepared to brick yourself in the face every time you come off a fast turn in Domark's F1 Grand Prix. But Elite, with the aid of genuine in-the-flesh motor designers have come up with Powerslide – it's realism to the max as you put your pedal to the metal. A lot of work has gone into making the vehicles you drive handle just like the real thing. And to make sure you appreciate what rally drivers go through, there's a selection of terrains more hostile than a Baraka decapitation move.

▼ *The texture mapping will make the game look as realistic as it plays.*

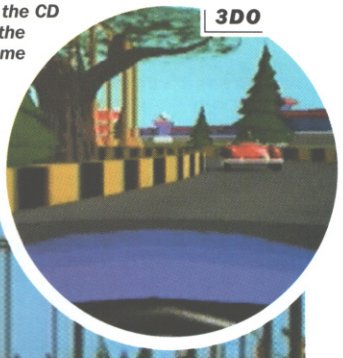
▲ *Your car will need to be tree-ted to a new paint job after this*

▼ *The 3DO versions lets you actually try out the rides via a series of ray-traced sequences.*

This character's on hand at every stage of the game to give you advice on what to build, where to put it and how much you should be charging the punters. ▶



▶ *Even though the ray-traced sequences are unique to the CD versions, the Jaguar game will have all the features of the PC original.*



▲ *As you progress through the game your R&D department come up with all-new rides, one of which is a killer roller coaster. Once invented it's up to you to determine how high, long and dangerous it's going to be.*

The game's aim is to build a successful theme park by developing rides, and then planning its layout, supplying sundries such as hotdogs and, generally making sure people have a good time. The only real difference between the two versions is that the 3DO game, being on CD, lets you try out the rides in a series of ray-traced sequences. More fun than Euro-Disney. Probably.

▸ **Game by** Bullfrog ▸ **Contact** Bullfrog (0483 579399) for more information

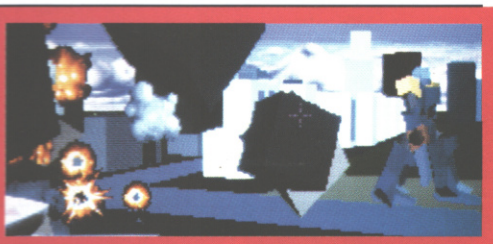
■ **JAGUAR**

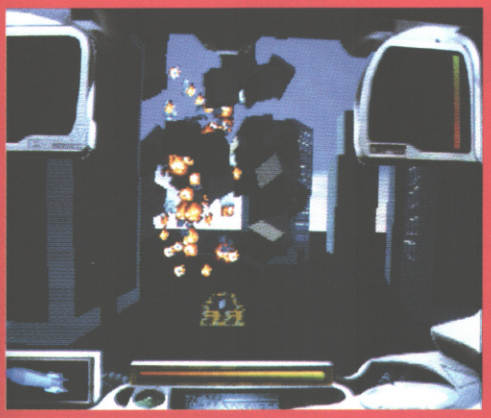
■ **STRATEGY/SHOOT-'EM-UP**
■ **£TBA** ■ **OUT NOV/DEC**

■ **NO OTHER VERSIONS AVAILABLE**
■ **NO OTHER VERSIONS PLANNED**

Iron Soldier

This game is played in a sort of open arena providing full virtual movement in a game of military hide and seek...





◀ *The enemy likes to lurk behind the many towers in the game, so blow them to pieces to reveal their hiding spots.*

Of all the original games currently in development for the Atari Jaguar 64-bit console, few have impressed us quite as much as Iron Soldier. Running at an amazing 30 frames per second, this polygon-based 3D strategy-blast will simply blow you away.

Programmed by Germany-based Eclipse, Iron Soldier gives you the chance to dish out generous amounts of destruction from the cockpit of a giant robot. It's not the most original of concepts, but the strategic element where you have to plan your campaigns, take different approaches in the combat zone, and the sheer technical excellence of the graphics are all factors which should see this game really making an impact on the Jaguar scene.

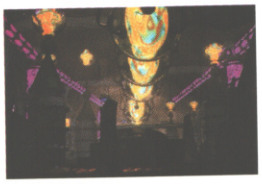
▸ **Contact** Atari 0753 533344) for more information

■ 3DO

■ SHOOT-'EM-UP
■ £39.99 ■ OUT SEPTEMBER

■ PC VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

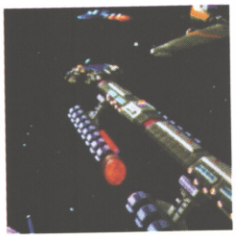
Star control 2



The original was one of our favourite two-player Mega Drive carts, and now give a mighty huzzah! as the sequel hits the 3DO.

▲ This is Earth's entry in the space combat excellence that is Star Control 2. It's slow and hard to steer but comes with homing missiles and a devastating short-range laser cannon.

▲ Just a few of the totally bizarre ships in the game. Each has its advantages and disadvantages which you'll find out for yourself when you play the game.



▲ The FMV sequences outline the background to each race in the game and why they arrived at the particular design of their craft.

If you've ever played Star Control you'll see why we're getting so worked up about this. Basically you and a pal, or the computer, select a ship from a battery of alien craft, then go head-to-head in a fight to the death. It's that simple, but astoundingly playable.

The 3DO version is basically the same as SC2 on PC, but with speech and some really excellent FMV footage supplying background information on all the game's space craft. If the finished article turns out to be as good as we think, get ready to shell out for a second joypad – it'll be worth every penny for the two-player mode.

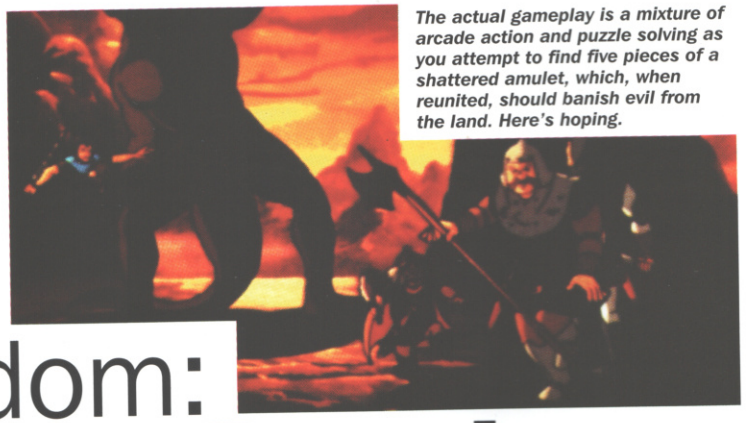
▸ **Game by** Crystal Dynamics ▸ **Contact** Crystal Dynamics (0171 973 0011)

■ 3DO

■ ADVENTURE
■ £TBA ■ OUT SEPT/OCT

■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

Cartoon games aren't noted for being interactive, but all that could soon change as Interplay wheel out their first fully animated adventure.



The actual gameplay is a mixture of arcade action and puzzle solving as you attempt to find five pieces of a shattered amulet, which, when reunited, should banish evil from the land. Here's hoping.

▼ When you look at the success of comparatively non-interactive products such as Space Ace and Dragon's Lair, all the signs point to this being a potential 3DO smash.

Kingdom: The Far Reaches

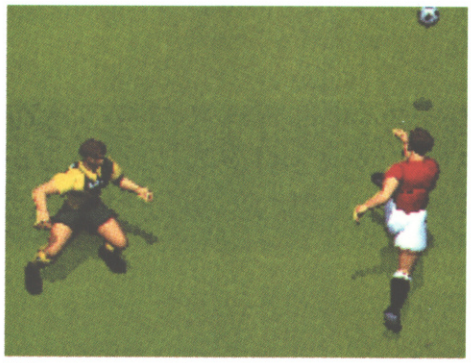
Despite its faults, a lot of people made a lot of money from the Dragon's Lair series, so it came as no surprise when Interplay unveiled its first cartoon game. However, this won't be like anything which has surfaced before, it features interaction with other characters in the game world, collectible items to boost your character's abilities and multiple plot lines. The result is 400 megabytes of animation coupled with digitised speech and a simple point-and click interface.

Interplay is currently putting a lot of effort into developing CD-based products with other movie-style titles such as Cyberia, Stonekeep and Voyeur coming soon to CD-ROM. Let's hope they end up on 3DO soon.

▸ **Game by** Interplay ▸ **Contact** Interplay (0235 821666)

Way Out East

As Sony and Sega gear up to launch their new systems this November, we bring you a sneak peek at their latest game shots and the discs we reckon will go down a storm in the first few weeks.



Victory Goal

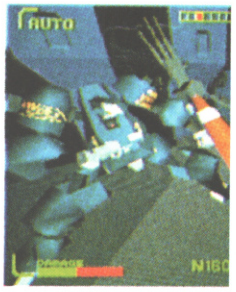
Sega Saturn
Sega

Formally known as plain old Saturn Soccer, Victory Goal is looking better than ever before. The 3D graphics feature similar panning view-points to Fifa Soccer on 3DO. This could really be a giant step into the future of sports games as we know them.

Star Blade

PlayStation
Namco

While Virtua Star Wars is destined for the 32X, Namco are gearing up to launch their 3D polygon-loaded blast-fest Star Blade on the PlayStation. It should be a doddle for the machine to run, so we look forward to some arcade-perfect space combat action in the very near future.



Zero Device

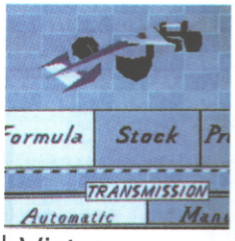
PlayStation
Zoom

If Zero Device is anything to go by it could be the end of the line for Streetfighter. This hi-tech robot riot looks very good indeed with full 3D graphics, multiple view points and enough moves to make the PlayStation's 14-button joypad seem limited!

Gail Racer

Sega Saturn
Sega

If anything stands a chance of topping Daytona when it comes to the Saturn its Gail Racer. Although at a relatively early stage it already seems capable of matching the Daytona coin-op, with fast ultra-detailed graphics and a combat angle which makes the action ferocious and violent.



Virtua Racing Deluxe

Mega Drive 32X
Sega

We want this game and we want it now! Virtua Racing Deluxe could end up being better than even the coin-op, with the addition of new tracks and two new cars – stock and prototype. The good news is there isn't any discernible slow down.

Panzer Dragon

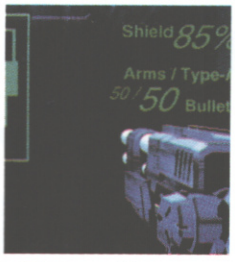
Sega Saturn
Sega

This game's come a long way since we last featured it. All the background graphics have been replaced and now look better than ever, while the graphics for the dragon have been smoothed out to make it look even more realistic.

Daytona USA

Sega Saturn
Sega

Sega now have a very early version of Daytona up and running. There's so much left to be added that it's impossible to gauge what the finished article will be like, however, it looks as though they've got graphics sussed; let's hope they can keep the speed too.



Deadlus

Sega Saturn
Sega

The Saturn's fist traditional-style shoot-'em-up is shaping up very well indeed. Aside from the ray-traced sequences the 3D first-person action promises to be fully interactive, unlike games such as Microcosm.

Shadow Of Atlantis

Mega Drive 32X with Mega CD
Sega

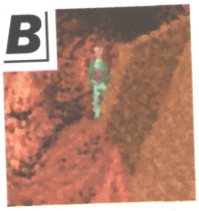
This underwater RPG makes use of the 32X's palette enhancing and TruVideo functions to present almost video-quality images. So unpack your Mega CD, you're in for some really first-rate software.

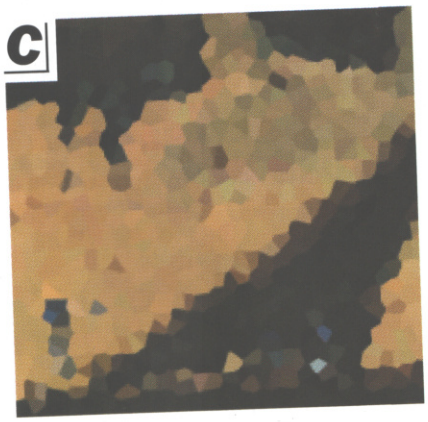
Free D-O!

With Panasonic's excellent 3DO now on sale in Britain, we'd thought it would be rather smart if we saved you the bother, and the money, of having to go out and buy one yourself by giving one away.

Powered by a 32-bit ARM processor and capable of displaying over 32,000 colours on screen at once, it's undeniably one of the most powerful consoles available. And all you have to do to get your hands on one is identify three 3DO games, write your answer on a post-card or the back of a sealed envelope and post it to: A 3DO! For Me! No, you're too kind!, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

You need to get your entry in by 15 October as Rob our post geezer is under orders to 'recycle' any that come in late.





This competition is not open to employees of **Emap**, **Panasonic** or **Granny Skewes**. No ***cash alternative*** will be offered and the editor's decision is final 'cos he's big and has a **large** baseball bat.

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